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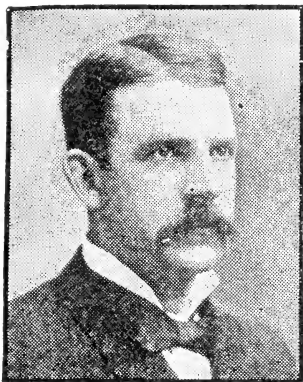
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Spalding's Athletic Library



A. G. SPALDING

Anticipating the present tendency of the American people toward a healthful method of living and enjoyment, Spalding's Athletic Library was established in 1892 for the purpose of encouraging athletics in every form, not only by publishing the official rules and records pertaining to the various pastimes, but also by instructing, until to-day Spalding's Athletic Library is unique in its own particular field and has been conceded the greatest educational series on athletic and physical training subjects that has ever been compiled.

The publication of a distinct series of books devoted to athletic sports and pastimes and designed to occupy the premier place in America in its class was an early idea of Mr. A. G. Spalding, who was one of the first in America to publish a handbook devoted to athletic sports, Spalding's Official Base Ball Guide being the initial

number, which was followed at intervals with other handbooks on the sports prominent in the '70s.

Spalding's Athletic Library has had the advice and counsel of Mr. A. G. Spalding in all of its undertakings, and particularly in all books devoted to the national game. This applies especially to Spalding's Official Base Ball Guide and Spalding's Official Base Ball Record, both of which receive the personal attention of Mr. A. G. Spalding, owing to his early connection with the game as the leading pitcher of the champion Boston and Chicago teams of 1872-76. His interest does not stop, however, with matters pertaining to base ball; there is not a sport that Mr. Spalding does not make it his business to become familiar with, and that the Library will always maintain its premier place, with Mr. Spalding's able counsel at hand, goes without saying.

The entire series since the issue of the first number has been under the direct personal supervision of Mr. James E. Sullivan, President of the American Sports Publishing Company, and the total series of consecutive numbers reach an aggregate of considerably over three hundred, included in which are many "annuals," that really constitute the history of their particular sport in America year by year, back copies of which are even now eagerly sought for, constituting as they do the really first authentic records of events and official rules that have ever been consecutively compiled.

When Spalding's Athletic Library was founded, seventeen years ago, track and field athletics were practically unknown outside the larger colleges and a few athletic clubs in the leading cities, which gave occasional meets, when an entry list of 250 competitors was a subject of comment; golf was known only by a comparatively few persons; lawn tennis had some vogue and base ball was practically the only established field

EDITORS OF SPALDING'S ATHLETIC LIBRARY

sport, and that in a professional way; basket ball had just been invented; athletics for the schoolboy—and schoolgirl—were almost unknown, and an advocate of class contests in athletics in the schools could not get a hearing. To-day we find the greatest body of athletes in the world is the Public Schools Athletic League of Greater New York, which has had an entry list at its annual games of over two thousand, and in whose "elementary series" in base ball last year 106 schools competed for the trophy emblematic of the championship.

While Spalding's Athletic Library cannot claim that the rapid growth of athletics in this country is due to it solely, the fact cannot be denied that the books have had a great deal to do with its encouragement, by printing the official rules and instructions for playing the various games at a nominal price, within the reach of everyone, with the sole object that its series might be complete and the one place where a person could look with absolute certainty for the particular book in which he might be interested.

In selecting the editors and writers for the various books, the leading authority in his particular line has been obtained, with the result that no collection of books on athletic subjects can compare with Spalding's Athletic Library for the prominence of the various authors and their ability to present their subjects in a thorough and practical manner.

A short sketch of a few of those who have edited some of the leading numbers of Spalding's Athletic Library is given herewith:



JAMES E. SULLIVAN

President American Sports Publishing Company; entered the publishing house of Frank Leslie in 1878, and has been connected continuously with the publishing business since then and also as athletic editor of various New York papers; was a competing athlete; one of the organizers of the Amateur Athletic Union of the United States; has been actively on its board of governors since its organization until the present time, and President for two successive terms; has attended every champion-

ship meeting in America since 1879 and has officiated in some capacity in connection with American amateur championships track and field games for nearly twenty-five years; assistant American director Olympic Games, Paris, 1900; director Pan-American Exposition athletic department, 1901; chief department physical culture Louisiana Purchase Exposition, St. Louis, 1904; secretary American Committee Olympic Games, at Athens, 1906; honorary director of Athletics at Jamestown Exposition, 1907; secretary American Committee Olympic Games, at London, 1908; member of the Pastime A. C., New York; honorary member Missouri A. C., St. Louis; honorary member Olympic A. C., San Francisco; ex-president Pastime A. C., New Jersey A. C., Knickerbocker A. C.; president Metropolitan Association of the A. A. U. for fifteen years; president Outdoor Recreation League; with Dr. Luther H. Gulick organized the Public Schools Athletic League of New York, and is now chairman of its games committee and member executive committee; was a pioneer in playground work and one of the organizers of the Outdoor Recreation League of New York; appointed by President Roosevelt as special commissioner to the Olympic Games at Athens, 1906, and decorated by King George I. of the Hellenes (Greece) for his services in connection with the Olympic Games; appointed special commissioner by President Roosevelt to the Olympic Games at London, 1908; appointed by Mayor McClellan, 1908, as member of the Board of Education of Greater New York.



WALTER CAMP

For quarter of a century Mr. Walter Camp of Yale has occupied a leading position in college athletics. It is immaterial what organization is suggested for college athletics, or for the betterment of conditions, insofar as college athletics is concerned, Mr. Camp has always played an important part in its conferences, and the great interest in and high plane of college sport to-day, are undoubtedly due more to Mr. Camp than to any other individual. Mr. Camp has probably written more on college

athletics than any other writer and the leading papers and magazines of America are always anxious to secure his expert opinion on foot ball, track and field athletics, base ball and rowing. Mr. Camp has grown up with Yale athletics and is a part of Yale's remarkable athletic system. While he has been designated as the "Father of Foot Ball," it is a well known fact that during his college career Mr. Camp was regarded as one of the best players that ever represented Yale on the base ball field, so when we hear of Walter Camp as a foot ball expert we must also remember his remarkable knowledge of the game of base ball, of which he is a great admirer. Mr. Camp has edited Spalding's Official Foot Ball Guide since it was first published, and also the Spalding Athletic Library book on How to Play Foot Ball. There is certainly no man in American college life better qualified to write for Spalding's Athletic Library than Mr. Camp.



DR. LUTHER HALSEY GULICK

The leading exponent of physical training in America; one who has worked hard to impress the value of physical training in the schools; when physical training was combined with education at the St. Louis Exposition in 1904 Dr. Gulick played an important part in that congress; he received several awards for his good work and had many honors conferred upon him; he is the author of a great many books on the subject; it was Dr. Gulick, who, acting on the suggestion of James E. Sullivan,

organized the Public Schools Athletic League of Greater New York, and was its first Secretary; Dr. Gulick was also for several years Director of Physical Training in the public schools of Greater New York, resigning the position to assume the Presidency of the Playground Association of America. Dr. Gulick is an authority on all subjects pertaining to physical training and the study of the child.



JOHN B. FOSTER

Successor to the late Henry Chadwick ("Father of Base Ball") as editor of Spalding's Official Base Ball Guide; sporting editor of the New York Evening Telegram; has been in the newspaper business for many years and is recognized throughout America as a leading writer on the national game; a staunch supporter of organized base ball, his pen has always been used for the betterment of the game.

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TIM MURNANE

Base Ball editor of the Boston Globe and President of the New England League of Base Ball Clubs; one of the best known base ball men of the country; known from coast to coast; is a keen follower of the game and prominent in all its councils; nearly half a century ago was one of America's foremost players; knows the game thoroughly and writes from the point of view both of player and an official.



HARRY PHILIP BURCHELL

Sporting editor of the New York Times; graduate of the University of Pennsylvania; editor of Spalding's Official Lawn Tennis Annual; is an authority on the game; follows the movements of the players minutely and understands not only tennis but all other subjects that can be classed as athletics; no one is better qualified to edit this book than Mr. Burchell.



GEORGE T. HEPBRON

Former Young Men's Christian Association director; for many years an official of the Athletic League of Young Men's Christian Associations of North America; was connected with Dr. Luther H. Gulick in Young Men's Christian Association work for over twelve years; became identified with basket ball when it was in its infancy and has followed it since, being recognized as the leading exponent of the official rules; succeeded Dr. Gulick as editor of the Official Basket Ball

Guide and also editor of the Spalding Athletic Library book on How to Play Basket Ball.



JAMES S. MITCHEL

Former champion weight thrower; holder of numerous records, and is the winner of more championships than any other individual in the history of sport; Mr. Mitchel is a close student of athletics and well qualified to write upon any topic connected with athletic sport; has been for years on the staff of the New York Sun.

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MICHAEL C. MURPHY

The world's most famous athletic trainer; the champion athletes that he has developed for track and field sports, foot ball and base ball fields, would run into thousands; he became famous when at Yale University and has been particularly successful in developing what might be termed championship teams; his rare good judgment has placed him in an enviable position in the athletic world; now with the University of Pennsylvania; during his career has trained only at two colleges and one athletic club, Yale and the University of Pennsylvania; his most recent triumph was that of training the famous American team of athletes that swept the field at the Olympic Games of 1908 at London.



DR. C. WARD CRAMPTON

Succeeded Dr. Gulick as director of physical training in the schools of Greater New York; as secretary of the Public Schools Athletic League is at the head of the most remarkable organization of its kind in the world; is a practical athlete and gymnast himself, and has been for years connected with the physical training system in the schools of Greater New York, having had charge of the High School of Commerce.



DR. GEORGE J. FISHER

Has been connected with Y. M. C. A. work for many years as physical director at Cincinnati and Brooklyn, where he made such a high reputation as organizer that he was chosen to succeed Dr. Luther H. Gulick as Secretary of the Athletic League of Y. M. C. A.'s of North America, when the latter resigned to take charge of the physical training in the Public Schools of Greater New York.



DR. GEORGE ORTON

On athletics, college athletics, particularly track and field, foot ball, soccer foot ball, and training of the youth, it would be hard to find one better qualified than Dr. Orton; has had the necessary athletic experience and the ability to impart that experience intelligently to the youth of the land; for years was the American, British and Canadian champion runner.

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FREDERICK R. TOOMBS

A well known authority on skating, rowing, boxing, racquets, and other athletic sports; was sporting editor of American Press Association, New York; dramatic editor; is a lawyer and has served several terms as a member of Assembly of the Legislature of the State of New York; has written several novels and historical works.



R. L. WELCH

A resident of Chicago; the popularity of indoor base ball is chiefly due to his efforts; a player himself of no mean ability; a first-class organizer; he has followed the game of indoor base ball from its inception.



DR. HENRY S. ANDERSON

Has been connected with Yale University for years and is a recognized authority on gymnastics; is admitted to be one of the leading authorities in America on gymnastic subjects; is the author of many books on physical training.



CHARLES M. DANIELS

Just the man to write an authoritative book on swimming; the fastest swimmer the world has ever known; member New York Athletic Club swimming team and an Olympic champion at Athens in 1906 and London, 1908. In his book on Swimming, Champion Daniels describes just the methods one must use to become an expert swimmer.



GUSTAVE BOJUS

Mr. Bojus is most thoroughly qualified to write intelligently on all subjects pertaining to gymnastics and athletics; in his day one of America's most famous amateur athletes; has competed successfully in gymnastics and many other sports for the New York Turn Verein; for twenty years he has been prominent in teaching gymnastics and athletics; was responsible for the famous gymnastic championship teams of Columbia University; now with the Jersey City high schools.

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CHARLES JACOBUS

Admitted to be the "Father of Roque;" one of America's most expert players, winning the Olympic Championship at St. Louis in 1904; an ardent supporter of the game and follows it minutely, and much of the success of roque is due to his untiring efforts; certainly there is no one better qualified to write on this subject than Mr. Jacobus.



DR. E. B. WORMAN

Well known as a physical training expert; was probably one of the first to enter the field and is the author of many books on the subject; lectures extensively each year all over the country.



W. J. CROMIE

Now with the University of Pennsylvania; was formerly a Y. M. C. A. physical director; a keen student of all gymnastic matters; the author of many books on subjects pertaining to physical training.



G. M. MARTIN

By profession a physical director of the Young Men's Christian Association; a close student of all things gymnastic, and games for the classes in the gymnasium or clubs.



PROF. SENAC

A leader in the fencing world; has maintained a fencing school in New York for years and developed a great many champions; understands the science of fencing thoroughly and the benefits to be derived therefrom.

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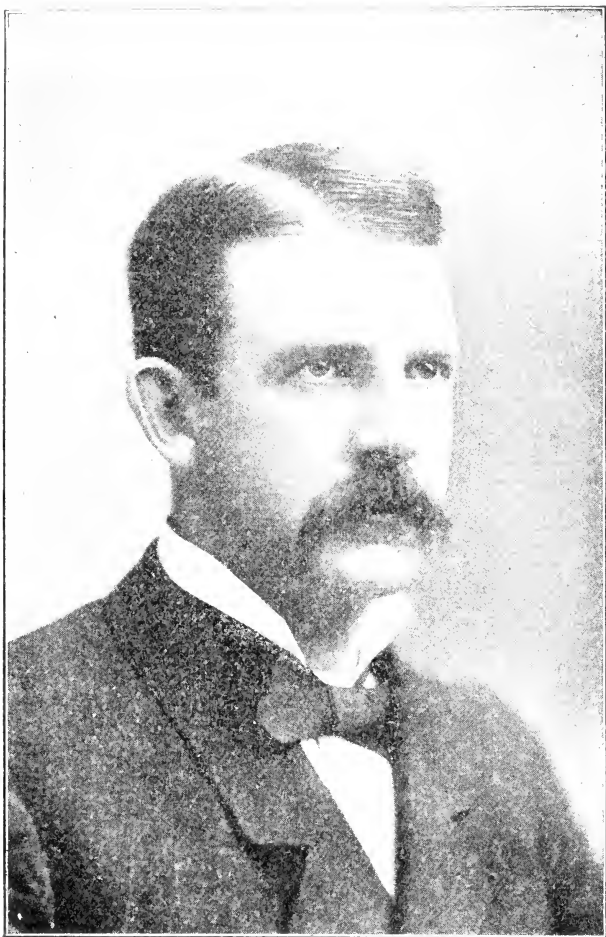
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GROUP I ————— No. 228

HOW TO PLAY SHORTSTOP



NEW YORK
AMERICAN SPORTS PUBLISHING COMPANY
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NEW YORK



INTRODUCTION

The shortstop's position has been termed the "keystone of the infield." More properly, it is the pivot. More plays center about shortstop as a fulcrum, and more is asked of the holder of this position than is true of any other baseman. The accuracy of the shortstop's assists are, at times, supremely vital; while the strength of his arm, the speed of his legs and the quickness of his perception many times may contribute to the saving of a struggle badly "in the fire."

The proposition that confronts the candidate for a short field position is, briefly:

1. To have speed enough to range from second to third bases on all sorts of bounders.
2. To field with equal accuracy from either side.
3. To throw fast and surely from any position.
4. To get back to center and left field for short flies out of reach of the regular men covering these positions.
5. To know how to block off runners and to save every inch of space and second of time on men coming into second.
6. To run bases effectively and bat well.

As in nearly every other department of life, there are men physically better adapted to holding the position of shortstop than others. A peculiar combination of strength, speed and keen wits is required.

In general the men who are built low and close to the ground are accepted as the ideal for this and other infield positions, outside of first base. Short stature means that it is easier for the player to field ground balls, as he will have to stoop a less distance. It means generally increased activity in foot-work and ability to get in motion quicker. Then, too, when pulling down a high throw the short man does not have to come so far to tag

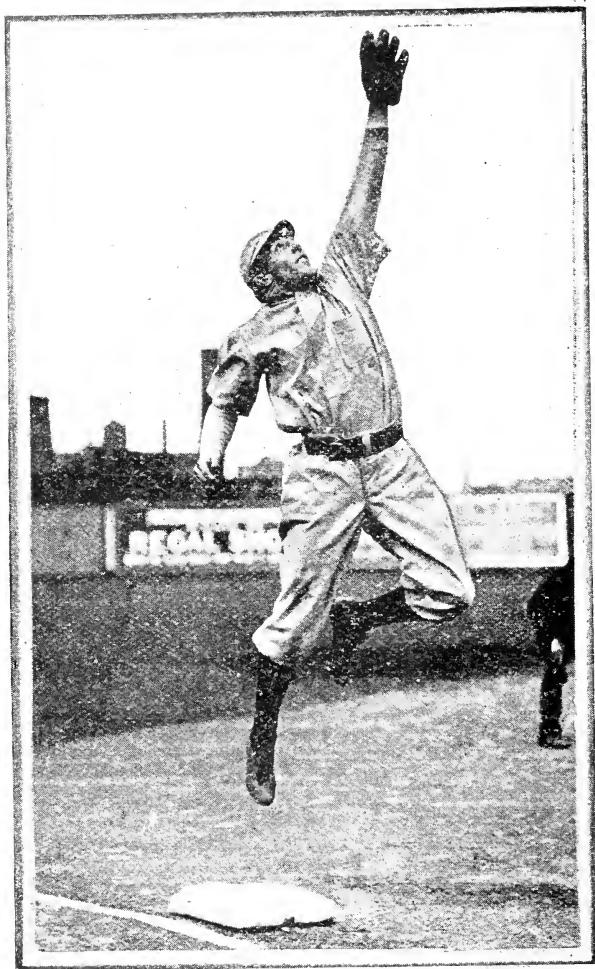


HANS WAGNER,

Pittsburg's famous shortstop, after making a throw to first. Besides his marvelous batting, Wagner is one of the best ground coverers in base ball and makes many sensational stops and catches.

the runner out. The shortstops of early base ball were largely men of short legs, long, strong arms and powerful torso.

The ancient model, however, has been somewhat shattered in recent years through the advent of big men in the infield, such as LaJoie, a six-footer who has been considered without a peer. As far as the real facts about physique in connection with the shortstop goes, it is probable that a sound, fast man of almost any build could be trained to fill this position effectively.



JOE TINKER,
Chicago Nationals' famous shortstop, making one of the
hardest plays on the diamond, a jumping one-hand catch.

DON'T LET THE BALL "PLAY" YOU

Fielding accurately is, of course, the first feature of the shortstop's work. As the proportion of right-hand batters to left hand is about 2 to 1, the shortstop's life is a busier one in the field than either the second or third baseman's.

Every variety of hit ball known to the game is passed to the shortstop in the course of an average contest, and there can be no set way of handling any ball. The necessities of the occasion frequently govern this.

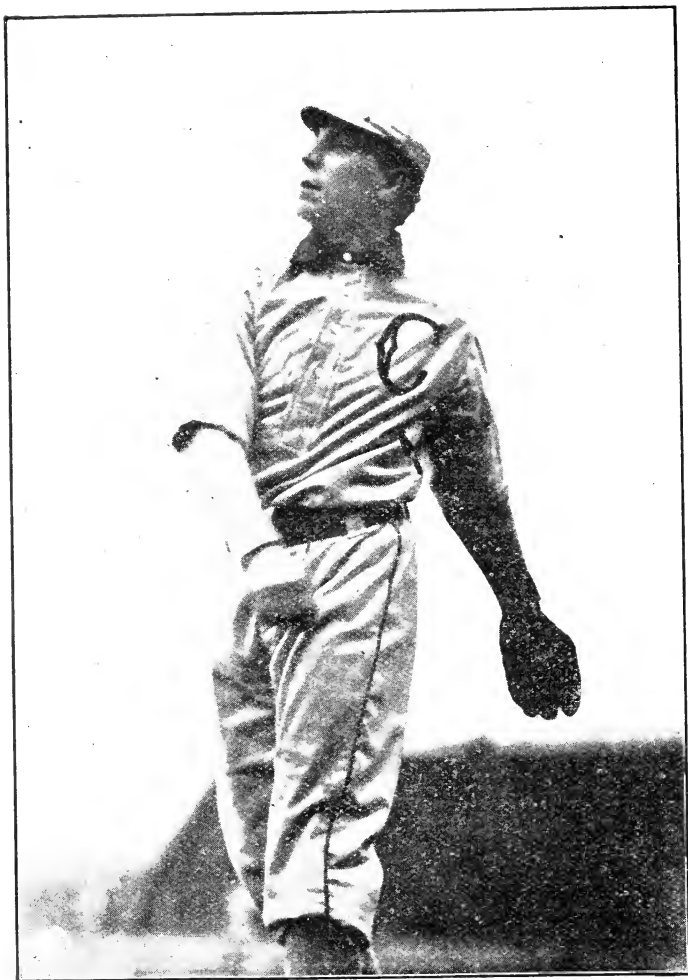
The first principle accepted by experienced shortfielders is that under no circumstances should the fielder let the ball "play" him. That is, instead of waiting for the ball to come on any old bounce the condition of the field and nature of drive may necessitate, the player should move in on the ball or so get to it that the bound will be easily handled, barring unforeseen accidents. Under the best of conditions balls will get away from players; but "playing the ball" saves many an error and besides gets the fielder into his own position for throwing as a rule.

Some amateurs have an ancient habit of getting down on one knee to stop a grounder. Such efforts as these should be discouraged. For, should the ball take the slightest bound out of the direct line, the fielder is caught napping. Moreover, granting that the ball is fielded, the player has to rise to his feet, draw back his arm and go through a series of motions before he can throw—all of which takes time and occasionally gives a life to a runner who should have been retired.

Two safe rules to follow in fielding this position are:

1. Get to the ball as quickly as possible.
2. Go after it with the idea of getting it away from you with the least delay possible.

Loafing or unnecessary delay in either particular are un-



GEORGE DAVIS,

Chicago Americans, showing an outfielder's position after having made a throw to the plate or one of the bases. While Davis is an infielder, he often runs back into short left and center to catch flies.

pardonable and sometimes criminal. In professional base ball it is particularly distressing to see a fielder, after making an easy stop, hold the ball a tantalizing length of time and then make a wild throw to first. Due care should be taken in throwing where time permits; but in four chances out of six the play scarcely permits the fielder to get into throwing position.

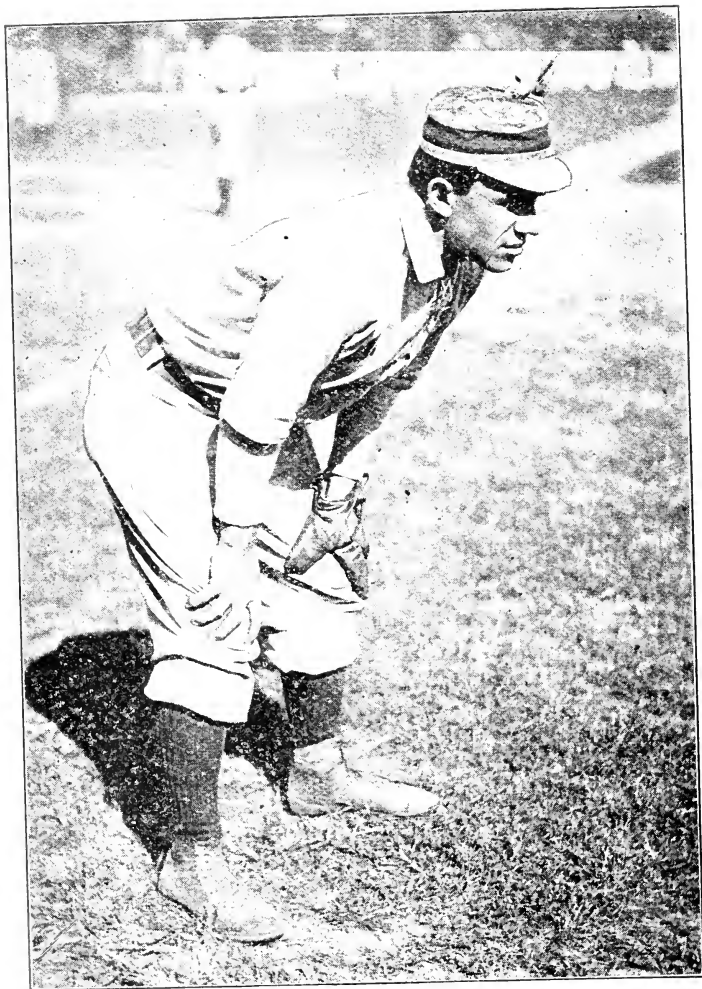
Balls which the shortstop can get in front of are comparatively easy, no matter how hard driven. Unlike the fielding of third base position, where the nearness of the plate cuts quite an important figure, the shortstop is sufficiently far removed so that few balls really too "hot to handle" come his way. Once in front, only a bad bound excuses an error. But hard hit balls have a peculiar faculty for not going where the fielder happens to be and here is where the shortstop is required to do his most spectacular work. He is required to go extreme distances to right and left, pick up the ball with one hand and throw without stopping to set himself.

Here is where the man who has a natural aptitude for getting in motion quickly has a great advantage. He can save a fraction of a second in going after the drive over the man who is a slow starter.

What helps the fielder still more is watching the battery work of his side, studying the peculiarities of batters and so being able to judge about where a hit ball is going.

On no play should the shortstop neglect to observe what kind of ball is to be served the batsman. It does not always happen that the hit comes the way expected. It is quite possible to get a general idea of what is coming and to be prepared for it.

Having figured out as nearly as possible which way the batted ball is to come, and so placed yourself that you can best play it when it comes, without ruining your changes of fielding, a hit of another sort should calculations fail to materialize, the next question up to the fielder is how to take the ball when it comes.



FRED PARENT,
Shortstop for the Chicago Americans and one of the best in
handling any kind of a ground hit with one hand.

AMBIDEXTROUS FIELDING

Individuality will have to assert itself here. If the ball is to the right of you, even though palpably in the third baseman's territory, it is the shortstop's duty to be over there before it gets to the corner fielder in order to back up a possible juggle. If not in his territory, and the drive is too fast to get in front of it, don't waste time trying to, but take it with one hand. You will be fortunate to stop it, but don't let possible errors in your column stand in the way. A man who tries is worth two times the man who is looking after his record. If the ball should stick and the play at first is easy, take your time, but don't waste it. If the play is fast don't even take time to straighten up, but shoot the ball underhand to first. This is really an important feature in heading off outs at first, and many shortstops have built up reputations almost solely on their ability to get the ball away from them whichever way they may happen to receive it. Bobby Wallace and Monte Cross, Danny Shay and one or two others are conspicuous examples of what snappy throwing will do for a shortstop. There is only one way in which accuracy in this respect can be acquired, and that is through constant practice.

Fielding balls on the left-hand side of the shortstop's position is a much more difficult proposition, yet many spectacular plays are seen on the diamond of balls fielded over second base and runners retired at first.

Yet the play at first is not the prime feature that makes an ability to field accurately to the left of the shortstop important. Double plays and the cutting off of hit-and-run plays rest entirely with the shortstop, here, on hits over or near second. The shortstop, in case of a double, frequently has no time to even let the ball tarry an instant in his hands, but scoops it over to



NICHOLLS,
Philadelphia Americans, playing at short.

the second baseman with almost the same motion with which it was fielded whence it is relayed to first.

This play requires considerable practice and the least miscue is apt to throw off the first out and ruin the double. There is no verbal instruction that can teach just how these plays can be executed. Each play has some slight variation from the other which makes it necessary for the fielder to suit conditions to the case and work out his own problems on the diamond.

The whole fielding proposition for the novice can be reduced to a basis of time-saving. Any manner in which he figures he can save an instant in the execution of a play, he can safely argue is the proper method, providing, of course, it be practicable. This is the whole theory of defensive base ball, in fact, and the sooner the neophyte gets it firmly fixed in his mind the quicker he will get results.



NAPOLEON LAJOIE,

The famous second baseman and manager of the Cleveland American League team.

BY NAPOLEON LAJOIE

The shortstop's life, like the policeman's, is not a happy one. I have played several positions on a base ball team and I know what I say. Short field covering involves a tremendous responsibility in both receiving hit balls and getting away thrown balls accurately, to say nothing of having to size up a play with two or three possible solutions every five minutes. I thought the sphere of the second baseman was hard enough, but when I moved over to shortstop in 1904 I found out that I had to accept more chances, cover even more territory and make longer and faster throws.

When I came over from second base I found my chief weakness was an over-eagerness to get to the ball, which seemed slower in getting down to me, and some difficulty in getting used to the longer and faster throw.

In the course of time I adjusted myself to the switch. I found out, however, that there is one thing above all others that the shortstop must have, and that is ability to get the ball away from any old position and deliver it accurately and fast.

To meet this requirement the fielder must have an arm of iron and must be naturally quick in mind, foot, eye and hand. There are some few things which can assist natural ability and qualifications in this respect. One of them is constant practice.

The shortstop's position at his station is not a much mooted one. Normally, the shortfielders, including myself, play very deep, provided they possess strong "whips." No other player, by the way, than one who has, can hope to last long in this position. For a left-hand batter the position is somewhat different. I would in that case move somewhat to the right and well back.

The signals for curves to the pitcher also cause me to change



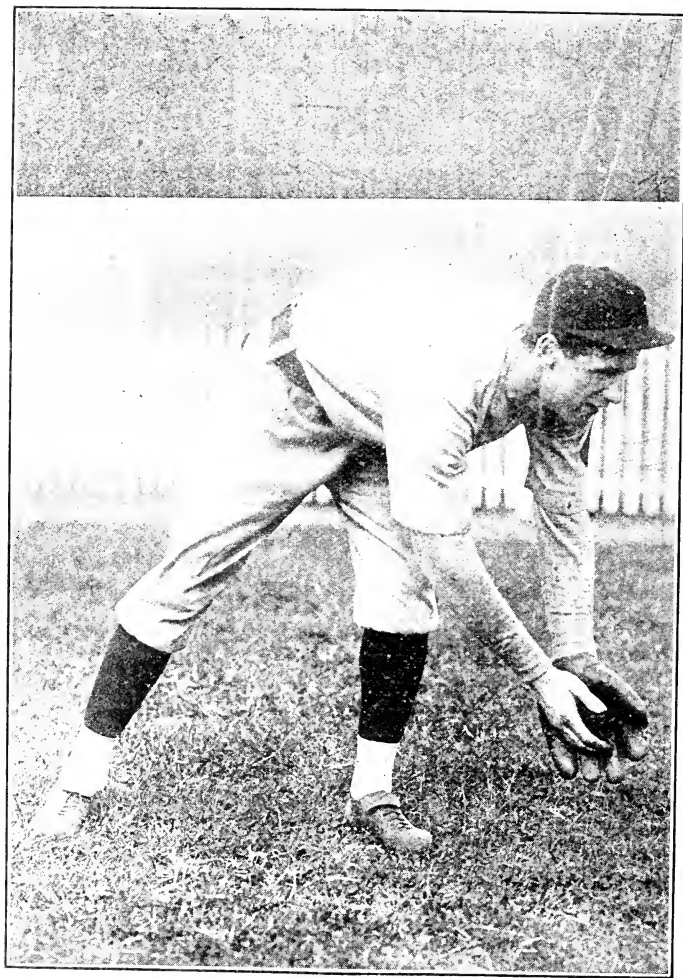
McBRIDE,
Washington shortstop, making a backhand stop.

a ball thrown on the run will always raise. A fast grounder is the easiest for the shortstop, as he has time to set himself for the throw. Without unduly delaying, the shortstop should always take time to steady himself where the occasion permits. A slow bouncer must necessarily be taken on the run. If it is waited for the chances are the runner will beat it out. The most successful throwers from shortstop and second, who have the reputations of being able to shoot the ball accurately from any old position on the dead gallop, throw underhanded. Thus they save the interval it would take to straighten up. This is a hard throw, however, as the fielder is virtually looking at the first baseman from a distorted angle and his throw therefore is liable to go wrong. As stated before, however hard a play seems, if it saves a fraction of an instant it should be tried until found impossible or successful.

A great many of the old-time fielders were sticklers for putting their heels together and fielding according to precise method. I believe that every boy or man who is learning the game of base ball will find out by trial the method of handling ground balls best suited to his individuality. Few of the ball players of the present time pay any attention to keeping their heels together and such old-age maxims. The shortstop should play his position with his hands. If it goes through these the chances are the fielder will be safe anyhow, and the fielders are now coached to back up the infield so that any chance of an extra base would be prevented by them.

The "pickup" is the play that makes most trouble for shortstops. So long as irregularities of the ground do not interfere, there is no reason why practice shouldn't make the shortstop perfectly accurate on this form of grounder however.

Covering second is one of the duties, frequently an onerous one, of the shortstop. By prearrangement with the second baseman it is understood which player is to cover the bag under certain conditions. The play of the opposing team, however, may necessitate constant changing of this arrangement through the game. For example, a base runner, by a "bluff" break for second,

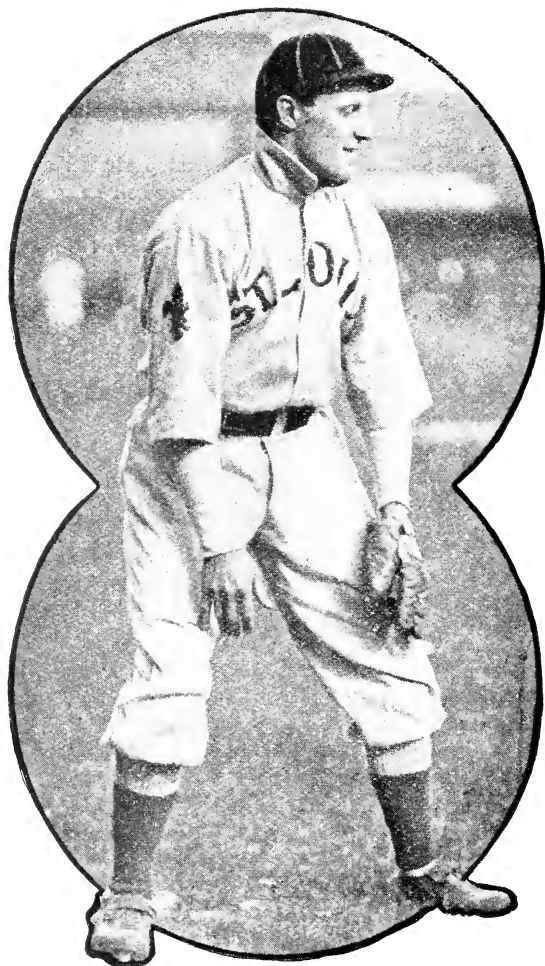


KNIGHT,
Playing at shortstop on the New York Americans at beginning
of season of 1909.

may draw over the man who is to cover second and thus locate him. On the next day a hit and run with the batter may be worked and the batter slam a single through the place he knew would be left open by the man covering second.

The pitcher, second baseman and shortstop should also have a code of signals in order to play a runner when he gets on the second station.

Most shortstops, when it has been decided that they are to cover the bag on certain plays, want the catcher to throw the ball direct to the base and take chances on getting to it in time. In nearly every case there will be little trouble in getting there. While it is part of the catcher's business to throw a perfect ball, still the shortstop ought to get all the practice he can in receiving throws and putting them on imaginary runners. The fraction of an instant in getting down to the ground with that throw counts here. It is the old story of an instant against the runner, which is the key of defensive play.



RHODY WALLACE,
St. Louis Browns' (American League) shortstop.

BY RHODY WALLACE

Any player who expects to become a shortstop must be able to throw from any position and to throw hard and fast; he must be good on handling ground balls and must be quick at everything he does. Nearly every play he makes requires the utmost speed he can put into it as delays are dangerous.

The most critical time for the shortstop is when men are on the bases and good batsmen are up. As the game is played now it is easy enough for the men on base and at bat to draw the fire of the defensive team and find whether second or shortstop intends covering the bag for a throw after attempts at the hit-and-run play. Having found this out, the batsman can hit through the man who is to cover the bag, or can try to, and the shortstop or second baseman, whoever he may be, can't help the matter. The only counter to this is for short and second to change their tactics in this respect after each feint by the enemy.

With men on bases, too, the shortstop has to be doubly watchful, both to cover the bag or to handle possible hits. He is impeded by runners in front of him likewise.

Covering the bag is one of the most difficult features of the play for the shortstop, inasmuch as it is to his left and all his play in this matter is to the wrong side of him. Some players watch the catcher for signals as to covering second base. This is as good as another, though the agreement is usually between the second baseman and shortstop. In any event, the player should be very careful about leaving his position before the ball is on the way to the plate.

Most shortstops prefer to have the catcher throw the ball at the base and low, taking chances on getting there in time. As a rule the chance against this is not large.



HULSWITT,
Shortstop for Cincinnati National League team, 1908.
Now with St. Louis.

As to covering the bag there are one or two rules that should apply always. Every ball hit to the left of the pitcher should be the signal for the shortstop to cover second. The general direction of the hit is quickly ascertained by the shortstop and by the time the fielder is ready to make the play at the middle station the shortstop will have beaten his throw to the base.

With first and third bases occupied, the shortstop should cover the base on throws from the catcher, leaving the second baseman in a better position to return a short throw to the plate in case the third baseman starts for home.

The fielding of the shortstop's berth is, it goes without saying, the busiest of the entire infield. For while the shortstop is making plays as hard as any on the diamond, he has, even while making the effort, to decide in his own mind what throw will accomplish the best results, what time he has to make the effort, and how he will throw the ball.

There are times when a fraction of a second makes or mars a play for the shortstop, and therefore he has little time to think. I usually have the situation sized up for any possible condition before the batsman has done his little stunt. The rest is a matter of mechanical fielding, and, as a rule, difficult throwing. Unless a man has an arm of steel and is quick as lightning, he has little chance to last long at the middle station. It is a terrific strain on the arms, and the body, too, and few men stick long in this position because of the wear and tear.

Study batters and watch the signals of the battery. You will find it will help you greatly in judging about what is going to happen.

All shortfielders should get underhand throwing practice and plenty of it. It is this form of delivery of the ball that enables shortstops to get the ball away without having to straighten up and draw back the arm.



AL BRIDWELL,
The New York Nationals' lightning shortstop.

BY "HANS" WAGNER

A base ball player has to be especially favored by nature or else remarkably coached to be a successful shortstop. Speed, strength, and strong arm and a good head seem to be endowments, the foundation for which only nature can supply. At the same time I have seen all sorts of men play this berth from small to large, and play it well. The two chief requirements are speed, and the throwing arm. With these anything can be done in the base ball world.

As to playing the position I can't say much that has not already been said. The game is reduced to such a science that there is practically but one right way to do everything on the diamond and we all try to follow that.

The only instruction I know is to get to the ball quickly and get it away even more quickly. Watch your plays carefully and know what you intend to do in certain contingencies, before the ball has been batted—you will have no time to think after it is in your hands, you can rely upon that. Practice throwing, but preserve your arm above all things. Without that you are nothing.



WILLIAM DAHLEN,

Shortstop of the Boston Nationals, formerly with the New Yorks, after a throw to the infield. Dahlen is one of the greatest ground coverers in the business and a very deceptive player, as he is much speedier than he appears in practice.

BY WILLIAM DAHLEN

No infielder plays such a dual rôle as the shortstop. The first baseman takes care of the base, and picks up what happens to be batted in his direction. The second baseman covers much ground in addition to taking care of his base. The third baseman is held pretty close to the line to look out for the hard left field batters, but the shortstop not only has a field of his own, which is full of chances in almost every game, but he must be a second baseman part of the time, and he must always be sort of an assistant outfielder who is able to run back and help the outfielders return the ball promptly to the plate, or to some base, if necessary. In addition to that he is repeatedly called upon to back up the pitcher, who partially stops a hit, and he is also supposed to back up the bases on throws and ugly grounders. For that reason his play is more diversified than that of any man who occupies a position on the infield.

Possibly that is why so many young players, in particular, always are anxious to become shortstops when they begin to play base ball. They want to be in the part of the game where there is the most action and where they will be busy most of the time. As there is always room for good shortstops, it is commendable to try to learn to play the position accurately.

The shortstop has a certain territory of the field, which is peculiarly his own. It lies between second base and the limit of the territory guarded by the third baseman. That a player is needed in this territory is largely due to the fact that there are so many left field hitters throughout both amateur and professional base ball. It is true that left-handers at the bat have increased in recent years, but it is rather a curious fact that many of the best left-hand batters are able to lay the ball sharply into left field at about the angle in which the shortstop is expected to play, so that left-hand batting, instead of decreasing the

necessity for a shortstop who is a good fielder, has possibly increased it.

Many of the ground hits which come to a shortstop reach him at such a distance from the plate that they are not bounding true and are very difficult to pick up. It seems to matter little whether a shortstop plays a deep field or a shallow field, so far as judging the ball accurately is concerned, inasmuch as grounders repeatedly bound false at long range as well as short range. For that reason the shortstop must not only be quick of eye, but must learn to make a hurried reach for the ball at all sorts of impossible angles. With all that provision the best of shortstops will often find that the ball has eluded him, either by sneaking close to the grass, or bobbing over his hand, just as he appeared to be properly set for it, and will have the discomfiture of witnessing it bound safely to the outfield, when it looked to the spectators as if he should have picked it up. Hence the need for alertness in the position.

Playing from his position proper the shortstop has a difficult throw to make and one that must be sent across the diamond with good direction. No time must be lost in getting the ball away, and chances never should be taken, whether the batter happens to be a slow or a fast runner. The principal essential is to get the ball as quickly as possible to the first baseman, so that he will have a clear catch and will not be interfered with in the least by the runner as he comes down the path. Sometimes a shortstop will hold the ball just a fraction of a second too long, and while his throw may be straight, the runner will have crossed the first baseman in such a manner that the latter is unable to hold the ball, after he has got it in his hands. A good shortstop will make the work for the first baseman just as easy as possible.

In addition to being a fielder in his own position the shortstop is called upon in every game to be a second baseman as well. If the second baseman is playing well to right field, and the ball is batted within a radius of three feet of second base, it is the duty of the shortstop to try to get the hit. That necessitates

many one-hand stops, and a shortstop should work diligently to be able to pick up ground hits with his left hand while on the run. To some this comes naturally, and to those who find it rather difficult, nothing but words of encouragement are to be given, since they will find that plenty of practice will improve them wonderfully in that respect.

There are some runners who can be touched out better by the shortstop on a throw to second base. For that reason the shortstop must learn to guard the base, as well as the second baseman. Sometimes during a game it is expedient for the second baseman to remain well over to right field. In that case it is the duty of the shortstop to handle all the plays which come to second, as well as to take care of his own field. In handling the ball, as it comes from the catcher, it will be found as a rule that the shortstop will be more successful if he plays inside the base, than if he attempts to stand in front of the runner. If the latter slides, and is a good base runner, he will get around the shortstop, while if the latter is where he can catch the ball and by a quick backward movement touch the runner at almost the same time he will be able to retire him before any part of his body can touch the base.

When long hits go toward center and left fields the shortstop becomes a valuable assistant to the outfielders by running out toward them and taking the ball on a line throw. When it is in his possession he is able by a shorter throw to get it to a base ahead of some runner, who may be attempting to advance an extra base on the play. If a long hit goes to right field it is usually the second baseman who assists with the ball to the infield, and in that case it is the duty of the shortstop to play second, for it may be possible to get the batter if he is trying for a two-base hit.

All shortstops must bear in mind that one of the principal demands of the position is to "back up." Wherever the ball is in play in the infield the shortstop is expected to get behind it. He is the safeguard between overthrows and the possible loss of the game. He can frequently get behind the third baseman

in time to prevent serious disaster by a misplay, and he is an invaluable aid to the second baseman when plays are coming from the right side of the field. In addition to these opportunities, which repeatedly present themselves, he has abundant opportunity to be of assistance to the pitcher when the latter half stops a line hit that comes directly toward him, but so deflects the course of the ball, that it gives the shortstop opportunity to pick it up and retire the batter.

One old manager of experience once likened the shortstop to that mythical character best known as "Johnny on the spot." In a few words that tells largely what is expected of the man in this important position. Wherever he is, it is vitally important that he shall have full knowledge of the game in his mind. He must know the exact situation and be able to place the ball at just the point where it will do the most good for his own team. A shortstop, particularly when he is trying to retrieve an error which has been made by another player, should never hesitate for a moment as to the correct place to throw the ball. It happens very often, even in the larger leagues, that temporary distraction on the part of the shortstop—just a slip for a moment or a little forgetfulness—gives the opposing side an advantage that may not be overcome again during the game.

There can be no such thing for a shortstop as too much practice in picking up ground hits. They are the prime tests of good work in guarding the wide range of the diamond which he is compelled to cover during the course of a contest. He must learn to field on one side as well as the other. Many shortstops are spoken of as being strong on the left side or the right side. It is all right enough to be strong on either side, but it is a great deal better to be able to pick the ball up accurately on both sides. Shortstops also need practice in picking up the ball on the short bound, which is one of the hardest plays on the diamond, and I might say, in the same breath, one of the most important. Let a short bound hit get away from the shortstop and it is almost certain to be good for two bases, as the outfielder will not be able to get in quickly enough to keep the batter from reaching second.

SPALDING'S SIMPLIFIED BASE BALL RULES

Simplified Base Ball rules have been prepared by Mr. A. G. Spalding of New York and Chicago, who is the recognized authority on the National Game. They are of great assistance to beginners as well as to veterans. Based on the Official Playing Rules, as published in Spalding's Official Base Ball Guide, they state in condensed form all the technicalities that must be observed in the sport without the somewhat dry and formal wording which is necessarily employed by the rule makers to state each fact with great explicitness.

The Simplified Rules are intended especially for the amateur player and spectator. It is frequently the case that both have neither the time nor the inclination to study at length the reason for motives through the intricacies of the Complete Code of Playing Rules. The latter are essential, of course, to the professional expert.

In the Simplified Rules nothing will be found lacking which is accessory to the game. Wherever the technical reading of a rule is sought the simplified code provides for ready reference, which is another point in its favor.

A division is made of the important departments under appropriate headings, with a special notation referring to the particular official rule in the SPALDING GUIDE bearing upon the point which is under discussion. By this method it will be observed that it is easy to turn from the Simplified Rules to the Official Rules whenever the exact law as laid down by the authorities of the major leagues is deemed requisite for consultation.

The Ball Ground— How to Lay it Out

Base Ball is played upon a level field, upon which is outlined a square, which is known as the infield or "diamond." The term "diamond," in a broader sense, is also frequently used in the United States to apply to the entire playing field. Literally, however, the "diamond" is the infield proper.

The infield is bounded by the base-running paths, which extend from base to base. The bases are placed at right angles to each other, on each corner of the "diamond," at intervals of ninety feet beginning from the home plate. Thus, first base must be ninety feet from home plate, second base ninety feet from first base, third base ninety feet from second base and also ninety feet from the home plate, thus completing a perfect square.

The territory which lies behind third base, second base and first base, beyond the infield and within the lines defining fair ground and also without these lines, is known as the outfield. All that portion of the field outside of the base lines that extend from home plate to first base and from home plate to third base, all territory behind the home plate and all territory outside of straight lines reaching from the outside corner of third and first bases indefinitely to the outfield is foul ground.

Sometimes it is impossible for boys who desire to play Base Ball to obtain a field sufficiently large for the regulation

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diamond, whose dimensions have previously been stated, and in such cases an effort should always be made to place the bases at equal distances from each other in order that the symmetry of the diamond and the correct theory of the game may be preserved. Players of younger years may find that a smaller diamond adds more enjoyment to their amusement, since they are better able to cover the ground in fielding the ball in a smaller area and do not become so fatigued by running the bases when the latter are stationed at their full legal distance from each other.

The bases, except home plate, are best constructed of canvas bags filled with sawdust. Home plate should be of whitened rubber, whenever it is possible to obtain it. Some cruder substance may be used for bases if nothing else is obtainable, but it is best to follow the suggestions given. First, second and third bases should be attached to pegs driven in the ground, and home plate should be sunk so that its upper surface is on a level with the surface of the ground.

The pitcher's position on a diamond of regulation size is located sixty and five-tenths feet from home plate, and on a straight line, extending from home plate to the center of second base. It, too, should be denoted by a plate of whitened rubber, to be sunk until its upper surface is on a level with the surface of the field. This plate should be the shape of a parallelogram twenty-four inches long by six inches wide, with the longer sides of the parallelogram at right angles to home plate.

If a diamond smaller than the regulation size be used, the pitcher's position should be relatively closer to home plate.

(For detailed description of laying out a "diamond" see Rules Nos. 1 to 13, inclusive, of Spalding's Official Base Ball Guide.)

The Ball

The Spalding Official National League Ball is used in regulation games, but for players fifteen years of age or younger, the Spalding Official "National League Junior" ball, made the same as the National League Ball, only slightly smaller in size, should be used, for it better fits the boy's hand and prevents straining the arm in throwing.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

The Regulation Bat

The Bat must always be round and not to exceed $2\frac{3}{4}$ inches in diameter at the thickest part. Spalding Trade Mark Bats are made to suit all ages and physiques, and are strictly in accordance with official regulations.

(See Rule No. 15 of Spalding's Official Base Ball Guide.)

Regulation Gloves and Mitts

The catcher or first baseman may wear a glove or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over ten ounces and measuring not over fourteen inches around the palm. Spalding's Trade Marked Gloves and Mitts are regulation weight and size and are used by all champion players.

(See Rule No. 20 of Spalding's Official Base Ball Guide.)

Players' Uniforms

Games played by players not clad in a regular uniform are called "scrub" games and are not recorded as "match" games. Every club should adopt a regular uniform, not only to enable the players to play properly and with comfort, but to distinguish one team from the other.

(See Rule No. 19 of Spalding's Official Base Ball Guide.)

Players' Benches

All ball grounds should be provided with two players' benches back of and on each side of the home plate. They must be not less than twenty-five feet outside of the coaches' lines. The coaches may not go within fifteen feet of the base lines. Each team should occupy one of these benches exclusively, and their bats and accoutrements should be kept near the bench.

(See Rule No. 21 of Spalding's Official Base Ball Guide.)

Field Rules

No person shall be allowed upon any part of the playing field except the players in uniform, the manager of each side (and the latter not when the game is in progress, except that he is in uniform); the umpire and the officers of the law. No manager, captain, or player is supposed to address the spectators. In a regular League match this is considered a violation of the rules.

(See Rules Nos. 75-77 of Spalding's Official Base Ball Guide.)

Soiling and Providing Balls

No player shall be allowed to soil a new ball prior to putting it into play.

In League games the home team provides the ball. It is customary in smaller leagues to expect the home team to do the same. The umpire has the custody of the ball when it is not in play, but at the conclusion of the game the ball becomes the property of the winning team.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

Number and Position of Players

Two teams make up each contest with nine players on each side. The fielders are known as the pitcher, the catcher, the first baseman, the second baseman, the third baseman, the shortstop, the left fielder, the center fielder and the right fielder. None of these is required to occupy an exact position on the field, except the pitcher, who must stand with his foot touching the pitcher's plate when in the act of delivering the ball to the batter, and the catcher, who must be within the "catcher's space" behind the batter and within ten feet of home plate. Players in uniform must not occupy seats in the stands or mingle with the spectators.

(See Rules Nos. 16, 17 and 18 of Spalding's Official Base Ball Guide.)

Substitute Players

It is always advisable to have a sufficient number of substitutes in uniform ready to take the field in case any player shall become disabled or be disqualified.

(See Rule No. 28 of Spalding's Official Base Ball Guide.)

Choice of Innings— Fitness of Field for Play

The home team has the choice of innings and determines whether the ground is fit for play providing it has rained before the beginning of the game. If two clubs from the same city are playing, the captain of the team on whose ground the game is played has the choice of innings.

(See Rule No. 29 of Spalding's Official Base Ball Guide.)

A Regulation Game

The game begins with the fielders of the team losing the choice of innings in their respective positions. The first batter of the opposing team is in his "box" at home plate. This "box" is a parallelogram, six feet by four, on either side of home plate, and six inches back from the furthest corner of the plate.

If it is not possible to outline a "box" it should be remembered that the batter is never allowed to step over home plate to strike at the ball, and that he must not run forward toward the pitcher, to exceed three feet from the center of the plate, to strike at the ball.

The umpire may take his position, at his option, either behind the pitcher or the catcher. He judges all balls and strikes, declares all outs, decides whether the ball is batted foul or fair, decides as to the legality of the pitcher's delivery, and, in fact, has complete control of the game. His decisions must never be questioned, except by the captain of either team, and only by the latter when there is a difference of opinion as to the correct interpretation of the rules.

The team at bat is allowed two coaches on the field, one opposite first base and the other opposite third base, but they must never approach either base to a distance closer than fifteen feet, and must not coach when there are no runners on the bases.

Whenever a player is substituted on a nine he must always bat in the order of the man who retires from the game. A player may be substituted at any time, but the player whose place he takes is no longer eligible to take part in the contest.

When a substitute takes the pitcher's place in the box he must remain there until the batsman then at bat either is retired or reaches first base.

A game is won when the side first at bat scores fewer runs in nine innings than the side second at bat. This rule applies to games of fewer innings. Thus, whenever the side second at bat has scored more runs in half an inning less of play than the side first at bat it is the winner of the game, provided that the side first at bat has completed five full innings as batsmen. A game is also won if the side last at bat scores the winning run before the third hand is out.

In case of a tie game play continues until at the end of even innings one side has scored more runs than the other, provided that if the side last at bat scores the winning run

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before the third hand is out the game shall terminate. This latter provision applies to a regular nine-inning game. Rulings relative to drawn games and games that are called because of atmospheric disturbances, fire or panic will be found under the head of "Umpire's Duties."

(See Rules Nos. 22-27 of Spalding's Official Base Ball Guide.)

Pitching Rules

Before pitching the ball the pitcher must face the batsman with both feet squarely on the ground and in front of the pitcher's plate. When the ball is delivered the pitcher must face the batter and one of his feet must be in contact with the pitcher's plate. Not more than one step must be taken in the act of delivery.

Whenever the ball after being pitched and without striking the ground goes over any part of home plate between the knee and the shoulder of the batsman it must be called a strike, whether the batsman strikes at it or not.

If the pitcher fails to deliver the ball over any part of the plate, or if he delivers it over the plate above the shoulder or below the knee and the batsman declines to strike at it, it is called a ball.

If the ball touches the ground before it passes home plate and is not struck at by the batsman, it is a ball and must be called as such by the umpire. If struck at, it is, of course, recorded as a strike.

At the beginning of each inning the pitcher is allowed to throw five balls to the catcher or to an infielder for "warming-up" practice, the batsman refraining from occupying his position in the "box" at home plate.

After the batsman steps into his position the pitcher must not throw the ball around the infield, except to retire a base runner. If he violates this rule and, in the opinion of the umpire, is trying to delay the game, the umpire may call a ball for every throw thus made. If the pitcher occupies more than twenty seconds in delivering the ball to the batter the umpire may call a ball for each offense of this nature.

The pitcher must not make any motion to deliver the ball to the batsman and fail to do so, nor must he feint to throw to first base when it is occupied by a runner and fail to complete the throw. Violation of this rule constitutes a balk which gives all runners who are on the bases at the time an opportunity to advance a base each without being put out.

A balk is also declared when the pitcher throws to any base to catch a runner without stepping directly toward that base in the act of making the throw; when either foot of the pitcher is behind the pitcher's plate when he delivers the ball; when he fails to face the batsman in the act of delivering the ball; when neither foot of the pitcher is in contact with the pitcher's plate in the act of delivering the ball; when in the opinion of the umpire the pitcher is purposely delaying the game; when he stands in his position and makes any motion with any part of his body corresponding to his customary motion when pitching and fails immediately to deliver the ball; when he delivers the ball to the catcher when the latter is outside of the catcher's box.

When a pitched ball, at which the batsman has not struck, hits the batsman or the umpire before the catcher touches it,

the umpire must call it a dead ball and no base runner can advance. The batsman, however, must be in his position at the time that the ball hits him and must make every effort to get out of the way of the ball if he fears that it will hit him.

If a batsman makes a foul strike, if a foul hit is not caught, if the umpire declares a dead ball, or if a fair hit ball touches a base runner, the ball becomes dead and is not in play until after it has been returned to the pitcher, standing in his position, and the umpire has given the word to resume play. No base runners may advance when the ball is not in play.

Whenever a person not engaged in the game touches a batted or thrown ball, a block follows. This must at once be announced by the umpire, and runners shall be privileged to advance bases until the ball is thrown to the pitcher, standing in his position. After that they advance at their peril. The pitcher may then throw a runner out wherever he sees a possibility of doing so. Should a spectator retain possession of a blocked ball, or throw it or kick it out of the reach of the fielder who is endeavoring to recover it, the umpire must call "Time," and hold all runners at such bases as they occupied when he called "Time" until after he has permitted play to resume, with the ball returned to the pitcher standing in his position.

(See Rules Nos. 30-37 of Spalding's Official Base Ball Guide.)

Batting Rules

Before the game begins each captain must present the batting order of his team to the umpire, who shall submit it to the captain of the other side. This batting order is followed throughout the game except when a player is substituted for another, the substitute batting in the order of the retired player.

Each player of each nine must go to bat in his regular order unless a substitute has been authorized to take his place.

After the first inning the first batter in each succeeding inning is the player following the man who completed his full time at bat in the inning before. For instance, if a batter has but one strike in the first inning and the third hand be put out while he is at bat, he becomes the first batter in the following inning, not having completed his full time at bat in the inning previous. In such case, any balls and strikes called in the previous inning do not count when he resumes his time at bat.

Players of the side at bat must remain on their seats on the players' bench except when called upon to bat, to coach, or to act as substitute base runners.

No player of the side at bat except the batsman is privileged to stand in the space behind the catcher, or to cross it while the pitcher and catcher are handling the ball.

Players sitting on the bench of the side at bat must get out of the way of fielders who approach them while trying to field a batted or thrown ball.

Any legally batted ball that settles on fair ground (the infield) between home and first base, or between home and third base, or that bounds from fair ground to the outfield

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inside of first base, or third base, or that touches the person of a player or the umpire on fair ground, is a fair hit.

A fair hit is also any legally batted ball that first falls on fair territory beyond first base or third base.

Any legally batted ball that settles on foul ground is a foul hit, except that a ground hit, should it roll from foul to fair territory between first and home and third and home, and remain there, is a fair hit.

A ground hit that first strikes fair territory and rolls outside of the foul line between first and home, or third and home, is a foul hit.

Any legally batted ball that falls on foul territory beyond first base, or third base, or that touches the person of a player or an umpire on foul ground, is a foul hit.

A foul tip is the continuation of a strike which has merely been touched by the bat, shoots directly into the hands of the catcher and is held by him.

A bunt hit is legally tapping the ball slowly within the infield by the batsman. If a foul result, which is not legally caught, the batsman is charged with a strike, whether it be the first, second or third strike.

Any hit going outside the ground is fair or foul as the umpire judges its flight at the point at which it passes beyond the limitations of the enclosure in which the contest takes place. A legal home run over a wall or a fence can only be made when the wall or fence is 235 feet from the home plate. This rule is not invariably followed in amateur games.

If the batsman strikes at a pitched ball and misses it, a strike is called.

If the batsman fails to strike at a pitched ball which passes over the plate at the proper height, a strike is called.

A foul tip caught by the catcher is a strike.

A foul hit, whether a fly or a ground hit, bounding to any part of foul ground, is a strike unless the batter has two strikes. After two strikes the batter may foul the ball without penalty unless he bunts or is caught out on a foul fly.

All bunts rolling foul are strikes. If the batsman strikes at the ball and misses it, but the ball hits him, it is a strike.

If the batsman, with either of his feet out of the batsman's box, hits the ball in any way it is a foul strike and the batsman is out.

If a batsman bats out of turn and it is discovered after he has completed his time at bat, but before the ball has been delivered to the succeeding batsman, the player who should have batted is out, and no runs can be scored, or bases be run, on any play made by the wrong batter. This penalty is not enforced unless the error has been discovered before the ball is delivered by the pitcher to the succeeding batsman.

If the error is discovered while the wrong batsman is at bat, the proper player may take his place, but he must be charged with whatever balls and strikes have already been recorded against the wrong batsman. Whenever this happens the batters continue to follow each other in their regular order.

Should the batsman who is declared out for batting out of order be the third hand out, the proper batsman in the next inning is the player who would have come to bat had the side been retired by ordinary play in the preceding inning.

The batsman is out if he fails to take his position within one minute after the umpire has called for him.

The batsman is out if a foul fly, other than a foul tip, is caught by a fielder, providing the latter does not use his cap, his protector, or any illegal contrivance to catch the ball, and providing the ball does not strike some object other than a fielder before being caught. It has been ruled that when the ball lodges in the catcher's protector by accident and he secures it before it falls to the ground, the catch is fair. This is a very exceptional play.

The batsman is out on a foul strike.

The batsman is out whenever he attempts to hinder the catcher from fielding or throwing the ball, either by stepping outside of the lines of his position or by deliberate obstruction.

The batsman is out when three strikes are called and first base is occupied, whether the catcher holds the ball or not, except there be two hands out at the time.

The batsman is out, if, while attempting a third strike, the ball touches any part of his person, and base runners are not allowed to advance.

Before two men are out, if the batsman pops up a fly to the infield with first and second, or first, second and third bases occupied, he is out if the umpire decides that it is an infield hit. The umpire shall immediately declare when the ball is hit whether it is an infield hit or an outfield hit. It is customary for the umpire to call the batter out in case that he decides it an infield hit, so that base runners may be protected and not force each other out through the medium of a double play.

The batsman is out on a bunt that rolls foul if the attempted bunt be made on the third strike.

The batsman is out if he steps from one batsman's box to the other after the pitcher has taken his position.

(See Rules Nos. 38-51 of Spalding's Official Base Ball Guide.)

Base Running Rules

After the batsman makes a fair hit in which he is not put out he must touch first, second and third bases, and then the home plate in regular succession in order to score a run.

No base runner may score ahead of the men who precedes him in the batting order, if that player is also a base runner.

The batsman must run to first base immediately after making a fair hit, or when four balls have been called by the umpire, or when three strikes have been declared by the umpire.

If the batsman is hit by a pitched ball, either on his person or clothing, and the umpire is satisfied that the batsman did not purposely get in the way of the ball, and that he used due precaution to avoid it, he is entitled to run to first base without being put out.

The batsman is entitled to run to first base without being put out if the catcher interferes with him or tries to prevent him from striking at the ball.

The batsman is entitled to first base, without being put out, if a fair hit ball hit either the person or clothing of an umpire or a base runner who is on fair ground.

Whenever the umpire sends the batsman to first base after four balls have been called, or for being hit by a pitched ball, or because he has been interfered with by the catcher, all runners on bases immediately ahead of him may advance a

SPALDING'S OFFICIAL BASE BALL GUIDE.

base each without being put out. A runner on second or third base with first base unoccupied would not be considered a runner immediately ahead.

Any base runner is entitled to advance one base when the umpire calls a balk.

Any base runner is entitled to advance one base when the ball, after being delivered by the pitcher, passes the catcher and touches the umpire, or any fence or building within ninety feet of the home plate. The penalty in regard to touching a fence or building is frequently waived by mutual consent where the ground area is limited.

If a fielder obstructs a base runner the latter may go to the next base without being put out, providing the fielder did not have the ball in his hand with which to touch the runner.

A base runner may advance a base whenever a fielder stops or catches the ball with his cap, glove, or any part of his uniform detached from its proper place on his person.

The base runner shall return to his base without liability of being put out when a foul is not legally caught, when a ground ball is batted foul, or when the batter makes a foul strike.

On a dead ball the runner shall return to his base without liability of being put out, unless it happens to be the fourth pitched ball to the batter, in which case, if first, or first and second base, or first, second and third bases be occupied, runners shall advance to the next bases in regular order. If by accident the umpire interferes with the catcher's throw, or a thrown ball hits the umpire, the runner must return to his base and is not to be put out. If a pitched ball is struck at by the batsman, but missed, and the ball hits the batsman, the runner must return to his base and may not be put out. In any of the above cases the runner is not required to touch any intervening bases to reach the base to which he is legally entitled.

If after the third strike has been called and missed by the catcher the then batsman attempts to hinder the catcher from fielding the ball, he is out.

Any fly ball legally hit by the batsman and legally caught on fair or foul ground is out.

Three strikes are out if the catcher holds the ball. In case he drops it, but picks it up, and touches the batsman, or throws it to first base, and the first baseman touches the base, or the batsman, before the latter can get to first base, the batsman is out.

Should the batsman make a fair hit and in the last half of the distance between home plate and first base run more than three feet outside of the base line, he is out, except that he may run outside of the line to avoid interference with a fielder trying to field the ball as batted. This rule is construed rather liberally owing to the great speed with which runners go to first base.

Whenever the runner is on the way from first to second base, second to third base, or third base to home plate, or in reverse order trying to secure the base which he has just left, he must keep within three feet of a direct line between bases. If he runs out of line to avoid being touched by a fielder, he is out. However, if a fielder is on the line trying to field a batted ball, the runner may run behind him to avoid interference, and shall not be called out for it.

Interference with a fielder attempting to field a batted ball

SPALDING'S OFFICIAL BASE BALL GUIDE.

retires the runner, unless two fielders are after the same hit, and the runner collides with the one whom the umpire believes to have had the lesser opportunity to field the ball.

The runner is always out at any time that he may be touched by the ball in the hands of a fielder, unless the runner is on the base to which he is legally entitled. The ball, however, must be held by the fielder after he has touched the runner. If the runner deliberately knocks the ball out of the fielder's hands, to avoid being put out when not on base, he shall be declared out.

If a runner fails to get back to a base after a foul or fair hit fly ball is caught, other than a foul tip, before the ball is fielded to that base and legally held, or the runner be touched by a fielder with the ball in his hands before he can get back to the base last occupied, the runner is out, except that if the ball be thrown to the pitcher, and he delivers it to the batter, this penalty does not apply. If a base should be torn from its fastenings as the runner strikes it, he cannot be put out.

If a runner is on first base, or runners are on first and second bases, or on first, second and third bases, and the ball shall be legally batted to fair ground, all base runners are forced to run, except in the case of an infield fly (previously referred to), or a long fly to the outfield. Runners may be put out at any succeeding base if the ball is fielded there and properly held, or the runners may be touched out between bases in the proper manner. After a foul fly is caught, or after a long fly to the outfield is caught, the base runners have the privilege of trying for the next base.

A base runner hit by a legally batted ball in fair territory is out. In such case no base shall be run, unless necessitated by the batsman becoming a base runner. No run shall be scored nor shall any other base runner be put out except the one hit by the batted ball, until the umpire puts the ball in play.

A runner who fails to touch each base in regular or reverse order, when a fair play is being made, is out if the ball be properly held by a fielder on the base that should have been touched, or the runner be touched out between bases by the ball legally held by a fielder, provided that the ball has not been delivered to the batsman in the meantime by the pitcher.

If a runner fails to return to the base that he occupied when "Time" was called after the umpire has announced "Play" he is out, provided that the pitcher has not in the meantime delivered the ball to the batsman.

The runner is out if he occupies third base with no one out or one out and the batsman interferes with a play that is being made at home plate.

The runner is out if he passes a base runner who is caught between two bases. The moment that he passes the preceding base runner the umpire shall declare him out.

When the batter runs to first base he may overrun that base if he turns to the right after passing it. If he turns to the left he renders himself liable to be touched out before he gets back to the base.

If, before two hands are out, and third base is occupied, the coacher at third base shall attempt to fool a fielder who is making or trying to make a play on a batted ball not caught on the fly, or on a thrown ball, and thereby draws a throw to home plate, the runner on third base must be declared out.

If one or more members of the team at bat gather around a base for which a runner is trying, thereby confusing the

fielding side, the runner trying for the base shall be declared out.

If a runner touches home plate before another runner preceding him in the batting order, the former loses his right to third base.

(See Rules Nos. 52-57 of Spalding's Official Base Ball Guide.)

Coaching Rules

The coaches must confine themselves to legitimate directions of the base runners only, and there must never be more than two coaches on the field, one near first base and the other near third base.

(See Rule No. 58 of Spalding's Official Base Ball Guide.)

Scoring of Runs

One run shall be scored every time that a player has made the legal circuit of the bases before three men are out, provided that a runner who reaches home on or during a play in which the third man is forced out, or the third man is put out before reaching first base, the runner shall not be entitled to score.

A player who makes a legal hit to fair territory is entitled to as many bases as he can advance without being put out. If a fielder is unable to get the ball home until the man has completed the circuit of the bases, the latter is entitled to a home run, provided the fielder has not made a misplay in handling the ball. The same rule applies to the making of a three-base hit, a two-base hit, or a hit for one base, which is also known as a single.

(See Rule No. 59 of Spalding's Official Base Ball Guide.)

Ground Rules

Any special ground rules shall be understood by both team captains and the umpire, or umpires, in case there be two officials. The captain of the home club establishes the ground rules, but if the visiting captain objects, the matter must be left to the umpire, who has final jurisdiction.

(See Rule No. 69 of Spalding's Official Base Ball Guide.)

Umpire's Duties

The umpire has the right to call a draw game, whenever a storm interferes, if the score is equal on the last inning played. Calling a "draw game" must not be confounded with calling "time."

If the side second at bat is at bat when a storm breaks, and the game is subsequently terminated without further play, and this side has scored the same number of runs as the other side, the umpire can call the game a draw without regard to the score of the last equal inning. In other words, the game is a draw just as it rests.

Under like conditions if the side second at bat has scored more runs than the side first at bat, it shall be declared the winner, all runs for both sides being counted.

A game can be forfeited by the umpire if a team refuses to take the field within five minutes after he has called "Play";

SPALDING'S OFFICIAL BASE BALL GUIDE.

if one side refuses to play after the game has begun; if, after the umpire has suspended play, one side refuses to play after he has again called "Play"; if one side tries to delay the game; if the rules are violated after warning by the umpire; if there are not nine players on a team after one has been removed by the umpire. The umpire has the right to remove players for objecting to decisions or for behaving in an ungentlemanly manner.

Only by the consent of the captain of an opposing team may a base runner have a player of his own side run for him.

Play may be suspended by the umpire because of rain, and if rain falls continuously for thirty minutes the umpire may terminate the game. The umpire may call "Time" for any valid reason.

Umpire's Authority

Under no circumstances shall a captain or player dispute the accuracy of an umpire's judgment and decision on a play. If the captain thinks the umpire has erred in interpretation of the rules he may appeal to the umpire, but no other player is privileged to do so.

(See Rules Nos. 61-62 of Spalding's Official Base Ball Guide.)

General Definitions

"Play" is the order of the umpire to begin the game or to resume it after "Time" has been called.

"Time" is the order of the umpire to suspend play temporarily.

"Game" is the announcement of the umpire that the contest is terminated.

"Inning" is the time at bat of one team and is terminated when three of that team have been legally put out.

"Time at Bat" is the duration of a batter's turn against the pitcher until he becomes a base runner in one of the ways prescribed in the previous rules. In scoring a batter is exempt from time at bat if he is given a base on balls, if he makes a sacrifice hit, if he is hit by a pitched ball, or if he is interfered with by the catcher.

(See Rules Nos. 78-82 of Spalding's Official Base Ball Guide.)

Scoring Rules

Each side may have its own scorer and in case of disagreement the umpire shall decide, or the captain of each team may agree upon one scorer for the match.

(See Spalding's Official Base Ball Guide for the Scoring Rules, and see Spalding's Official Score Book for a Complete Guide on "How to Score Correctly and with Understanding.")

CAUTION TO THE BASE BALL BOYS OF 1909

Because of your youth and inexperience, advantage is frequently taken of you base ball boys, by the so called "Just as Good" dealer, who tries to palm off on you some of his "Just as Good" Base Ball goods, made especially for him by the "Just as Good" manufacturer, when you call for the Spalding goods. You are cautioned not to be deceived by this "Just as Good" combination, for when you get onto the field you will find these "Just as Good" Balls, Bats, Mitts, etc., will not stand the wear and punishment of the genuine Spalding articles. Remember that Spalding goods are standard the world over, and are used by all the leading clubs and players. These "Just as Good" manufacturers endeavor to copy the Spalding styles, adopt the Spalding descriptive matter and Spalding list prices, and then try to see how very cheap and showy they can make the article, so the "Just as Good" dealer can work off these imitations on the unsuspecting boy.

Don't be deceived by the attractive 25 to 40 per cent. discount that may be offered you, for remember that their printed prices are arranged for the special purpose of misleading you and to enable the "Just as Good" dealer to offer you this special discount bait. This "discount" pill that the "Just as Good" dealer asks you to swallow is sugar coated and covered up by various catchy devices, that are well calculated to deceive the inexperienced boy, who will better understand these tricks of the trade as he grows older. Remember that all Spalding Athletic Goods are sold at the established printed prices, and no dealer is permitted to sell them at a greater or less price. Special discounts on Spalding Goods are unknown. Everybody is treated alike. This policy persistently adhered to makes it possible to maintain from year to year the high quality of Spalding Athletic Goods, which depend for their sale on Spalding Quality, backed by the broad Spalding Guarantee, and not on any deceiving device like this overworked and fraudulent "Discount" scheme adopted by all the "Just as Good" dealers.

Occasionally one of these "Just as Good" dealers will procure some of the Spalding well known red boxes, place them in a showy place on his shelves, and when Spalding Goods are called for, will take from these Spalding boxes one of the "Just as Good" things, and try to palm it off on the boy as a genuine Spalding article. When you go into a store and ask for a Spalding article, see to it that the Spalding Trade-Mark is on that article, and if the dealer tries to palm off on you something "Just as Good," politely bow yourself out and go to another store, where the genuine Spalding article can be procured.

In purchasing a genuine Spalding Athletic article, you are protected by the broad Spalding Guarantee, which reads as follows:

We Guarantee to each purchaser of an article bearing the Spalding Trade-Mark that such article will give satisfaction and a reasonable amount of service, when used for the purpose for which it was intended and under ordinary conditions and fair treatment.

We Agree to repair or replace free of charge any such article which proves defective in material or workmanship: PROVIDED such defective article is returned to us, transportation prepaid, during the season in which it was purchased, accompanied by the name, address and a letter from the user explaining the claim.

A. G. SPALDING & BROS.

Beware of the "Just as Good" manufacturer, who makes "pretty" Athletic Goods (as if they were for use as an ornament) at the expense of "quality," in order to deceive the dealer; and beware of the substitute-dealer who completes the fraud by offering the "Just as Good" article, when Spalding Goods are asked for.

A. G. Spalding & Bros.

The Spalding Official National League Ball

"THE BALL PLAYED ROUND THE WORLD"



HARRY C. PULLIAM,
President of National League since 1903.

The Spalding Official National League Ball is the Original League Ball, it is the Universally Adopted League Ball, it is the Best League Ball.

There are in the United States 41 Professional Base Ball Leagues under the control of the National Commission and playing in accordance with the National Agreement and according to the Official Rules. Of these 41 Leagues 28 have adopted the Spalding Official National League Ball. With most of them the adoption has been in effect since the organization of the leagues themselves, while others have adopted the Spalding Ball for periods of from 4 to 20 years, and recently organized leagues from 1 to 4 years. A complete roster of all the Professional Leagues that have adopted the Spalding Official National League Ball during the past thirty-two years would

make a list embracing the vast majority of all leagues organized during that time and would be impossible to compile, as many leagues adopt the Spalding Ball and fail to advise us of the fact.

The Spalding Official National League Ball was first adopted by the National League in 1878, and is the only ball that has been used in Championship League Games since that time. In addition to the different American adoptions, the Spalding Official National League Ball has been made the official ball by the governing Base Ball Associations of Mexico, Cuba, Canada, Australia, South Africa, Great Britain, Philippine Islands, Japan, and, in fact, wherever Base Ball is played. The Spalding Official National League Ball has received this universal adoption because of its well established reputation for uniformity and high quality, but the special object of such adoptions, from the players' stand-point, is to secure absolute uniformity in a ball, that will prevent unfair "jockeying" with an unknown ball, and make National and International Base Ball contests possible, and at the same time make the records of players of value, and uniform throughout the world, which can only be secured by standardizing one well known ball.

The Spalding Official National League Ball is used by Yale, Harvard, Princeton and all prominent college teams, and by the soldiers and sailors in the United States Army and Navy. In fact, the Spalding Official National League Ball is in universal use wherever Base Ball is played. Once in a while a minor league will experiment for a short time with some other ball, but invariably returns to the Spalding Official National League Ball, which has now become universally recognized the Standard of the World.

The National League
of Professional Base Ball Clubs
ST. JAMES BUILDING, 1133 BROADWAY
New York, N.Y.

OFFICE OF THE PRESIDENT

June 1st, 1908.

I hereby certify that
Spalding's Official National
League Ball has been the
adopted and only official ball
of the National League since
1878. This ball must be used
in all Championship Games.

Harry C. Pulliam

Pres't National League.

Base Ball Implements for 1909

The Spalding complete line of Base Balls for 1909 comprises fourteen different kinds; the leader, of course, being the Spalding Official National League Ball, which has been the official ball of the game since 1878. It has been termed "the ball played round the world," because of its universal use wherever the game is played—and it is now world-wide in extent.

In bats the leader is the Gold Medal Autograph Bat, so-called because Spalding has secured permission from many of the leading batters of both the National and American Leagues to duplicate the models used by them and stamp the fac-simile of the players' signatures on each bat. Some of the models so stamped are the "Frank L. Chance Autograph" Bat; the "George R. Stone Autograph;" the "M. J. Donlin Autograph;" the "Roger P. Bresnahan Autograph;" the "John J. Evers Autograph" and the "Wm. H. Keeler Autograph." However, with all the models made by Spalding, there are many players who have their own ideas of a bat, or who wish to incorporate the various points of several players' bats. To accommodate such batters Spalding will make to order any kind of a bat, from description furnished, accompanied by the measurements of length, weight, etc. These bats cost only \$1.00 each, same as the "Players' Autograph," but require several weeks' time. The other bats listed by Spalding comprise the "Black Diamond," new this year, at \$1.00; the "Record," 75 cents; the latter is put up in dozen lots, assorted as to weight and length, and especially recommended for club, school and college use (boys' Record bats, assorted, cost 50 cents each); the Mushroom bat, with the patent knob arrangement at handle, 50 cents, and the old "Spalding Trade-Mark" line, which is kept up to date with latest models, at 50, 35 and 25 cents each (boys' 25 and 10 cents each).

The line of catchers' mitts, basemen's mitts, fielders' mitts and infielders' gloves is bewildering in quantity. Any player, however particular, cannot fail to be suited both in quality and price.

In the uniform line it would be practically impossible for any one else to equal Spalding in forms in variety of patterns and combinations. Base ball uniforms require great strength in the material, on account of the excessively rough usage to which they are subjected, and which cannot be found in—or expected from—the ordinary lines of cloths. These goods are made up for Spalding exclusively, for this one purpose, and tailored by men who are base ball tailors, a matter which requires as much expertness in cutting and fitting as a high class custom made suit of clothes. If "clothes make the man," then a good uniform helps to make a ball player, because no player can do himself justice in an ill-fitting, slovenly-cut suit.

The matter of shoes for a player is probably the most important part of his equipment. A shoe that does not fit, that is not "just right," is a serious handicap. That is where the superiority of the Spalding shoe is exemplified. It is made by shoemakers who make only athletic shoes, and their experience enables them to give every detail to a shoe that a player requires. Most of the prominent players have their shoes made to order by Spalding, who keeps a last for each player, and the individual peculiarity and requirements of hundreds of players centering in one factory, make it a great clearing house of ideas, which no ordinary shoemaker or manufacturer can ever possibly obtain.

Space only permits us to touch in a general way on the more important parts of the equipment of a ball team. A complete description of everything required for base ball, and every other athletic sport, including pictures and prices of the goods, requires a 144-page catalogue, which can be obtained from any Spalding store (see list of houses on inside front cover—writing to the nearest one will save time) by sending a request on a postal; or, if interested only in base ball, ask for the special base ball catalogue, a handsome, illustrated 48-page publication. Either catalogue will be mailed free anywhere.

THE SPALDING
GUARANTEES
QUALITY



TRADE-MARK
ACCEPT NO
SUBSTITUTE

REG. U.S. PAT. OFF.

SPALDING'S
1909
COMPLETE LINE
BASE BALLS

BEWARE OF COUNTERFEITS
The only genuine Official League Ball is selected and used by The National League.
In preference to other Ball Clubs they will use the Spalding one and only one.

THE OFFICIAL BALL OF THE
LEAGUE SINCE ITS ADOPTION IN 1878
THE NATIONAL LEAGUE IN 1893

Communications addressed to

A. G. SPALDING & BROS.

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Prices in effect January 5, 1909. Subject to change without notice.

THE SPALDING
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SPALDING OFFICIAL NATIONAL LEAGUE BALL

The Official Ball of the game for over 30 years. Adopted by the National League in 1878 and the only ball used in championship games since that time. No. 1. Each, \$1.25 Per dozen, \$15.00

SPALDING OFFICIAL NATIONAL LEAGUE JUNIOR

In every respect same as our Official National League Ball No. 1, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age) and all games in which this ball is used will be recognized as legal games. No. B1. Each, \$1.00

Spalding National Association Ball

No. NA. Made in exact accordance with the rules governing the National and American Leagues and all clubs under the National Agreement. Ea., \$1.00. Doz., \$12.00

Spalding National Association Jr.

No. B2. In every respect same as our National Association Ball No. NA, except slightly smaller in size. Each, 75c.

Spalding Public School League

No. B3. A well made junior size ball. Splendid for general practice by boys' teams. Each, 50c.

Spalding King of the Diamond

No. 5. Full size, of good material, horsehide cover. Each, 25c.

Spalding Junior Professional

No. 7B. Slightly under regular size, horsehide cover and very lively. Each, 25c.

Spalding Boys' Amateur Ball

No. 11. Nearly regulation size and weight, the best ball for the money on the market; one dozen balls in a box. Each, 10c.

Spalding Double Seam League Ball

No. 0. Made with same care and of same material as our Official National League Ball. The double seam is used in its construction, rendering it doubly secure against ripping. Each, \$1.50 Doz., \$18.00

Spalding City League

No. 14. Full size and weight. Very well made and excellent for general practice. Ea., 75c. Doz., \$9.00

Spalding Professional

No. 2. Full size ball. Made of carefully selected material and first-class quality. Each, 50c.

Spalding Lively Bounder

No. 10. Horsehide cover; the inside is all rubber, making it the liveliest ball ever offered at the price. Each, 25c.

Spalding Boys' Favorite

No. 12. A good boys' lively ball; two-piece cover. Packed one dozen balls in a box. Each, 10c.

Spalding Rocket Ball

No. 13. A good bounding ball; boys' size. One dozen balls in a box. Each, 5c.

Communications addressed to

A. G. SPALDING & BROS.

London
 England

Edinburgh
 Scotland

in any of the following cities will receive attention

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GOLD MEDAL AUTOGRAPH BATS

In order to satisfy the demand for bats of the same models as used by leading players, we have obtained permission from many of the leading batters of the country to include in our line of high-grade bats these Gold Medal "Autograph" Bats, bearing their signature.

Space will not permit a description of all the various models, but the following have been selected as examples of what we are producing in this special "Players' Autograph" Bat Department.

No. 100. Plain oil finish. . . Each, \$1.00

Frank L. Chance
 Autograph Model



This is a very large Bat with a fairly thick handle. Bats supplied will not weigh less than 45 nor over 48 ounces. Length about 35 inches.

M. J. Donlin
 Autograph Model



This is also a large Bat, about an inch shorter than the Chance Model, but with more bulk throughout and a somewhat heavier handle. Bats will not weigh less than 46 nor over 50 ounces. Length about 34 inches.

Roger T. Bresnahan
 Autograph Model

This Bat is somewhat shorter than the Chance model, medium thick handle and rounded end. Bats supplied will not weigh less than 41 nor over 43 ounces. Length about 32½ inches.



Wm. H. Keeler
 Autograph Model

This model and the Chance Bat touch the two extremes in models and weights used by the great majority of prominent professional players. The Keeler Model is short and has fairly thin handle. Bats supplied will not weigh less than 36 nor over 39 ounces. Length about 31 inches.



John J. Egan
 Autograph Model



A symmetrically shaped Bat of good bulk and medium thick handle. Bats supplied will not weigh less than 42 nor more than 45 ounces. Length about 32½ inches.

Geo. P. Stone
 Autograph Model



This is a large Bat, the same length as the Chance model, but somewhat different shape and not quite as thick handle. Bats will not weigh less than 43 nor over 46 ounces. Length 35 inches.

CORRESPONDENCE—If you wish any particular model bat and will describe same, in addition to giving length and weight, we will endeavor to fulfil your specifications. As these bats are made to order only, at least two weeks time may be required. . . . Each **\$1.00**



Chance Model



Donlin Model

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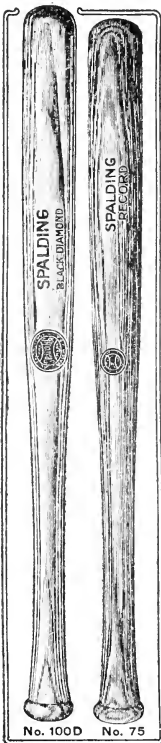
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SPALDING "BLACK DIAMOND" BAT



No. 100D. Same quality as our Gold Medal Autograph Bats, in the most popular models. The special finish used is a similar preparation to that which professional players rub on their bats. Ea., \$1.00

Spalding Record Bat

Plain oil finish. Made from the most popular models, but finished in rough and ready style, with no polish—simply the plain oil finish. Especially recommended for club use, including college and school teams. Packed one dozen in a crate (assorted lengths from 30 to 35 inches and weights from 36 to 42 ounces), as nearly as possible in the following proportion :

LENGTHS WEIGHTS

1-30in. 2-33in. | 1-36oz. 2-39oz.
1-31in. 4-34in. | 1-37oz. 4-40, 41oz.
2-32in. 2-35in. | 2-38oz. 2-41, 42oz.
These lengths and weights are given approximately and as a rule the shortest lengths will be the lightest weights.

No. 75. Plain oil finish. Ea., 75c.

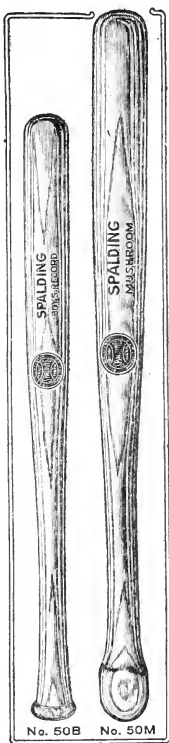
Spalding Boys' Record Bat

No. 50B. Same as the Record, but shorter lengths and proportionate weights. An absolutely first grade boys' bat. . . . Each, 50c.

Spalding Mushroom Bat

[Pat. Aug. 1, 1905.] The Knob Arrangement provides a more even distribution of weight over the whole length than is possible under the old construction, making it for certain kinds of play practically invaluable. Only very best air-dried timber used and every one carefully tested.

No. 50M. Plain Bat, Special Finish. . . . Each, 50c.



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SPALDING TRADE-MARK BATS

Since 1877, when we introduced the Spalding line of Trade-Mark Bats, they have been recognized as standard by players to whom quality is a consideration. Wherever possible, we have improved both style and quality from time to time and the assortment as now made up comprises absolutely the most up-to-date and thoroughly trustworthy styles that can be produced. The timber used in their construction is seasoned in open sheds, exposed to the weather from two to three years before using, thus ensuring not only a lighter and stronger bat, but also retaining the life quality and driving power of the natural wood.

Spalding Men's Bats

No. 50T. Taped "League" Ash Bat, tape wound handle, extra quality, special finish. Each, 50c.

No. 50. "League" Ash Bat, plain handle. 50c.

No. 35T. Taped "City League" Bat, finest straight grained ash; tape wound handle. Each, 35c.

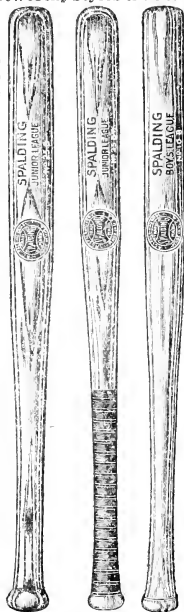
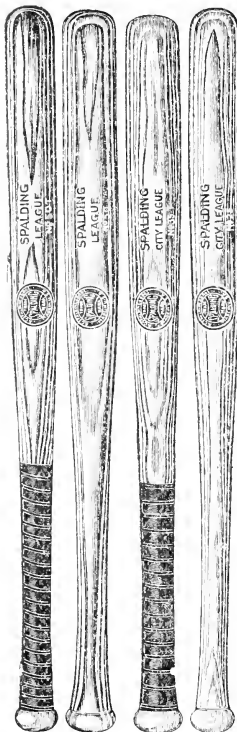
No. 25. "City League" Bat, plain handle. 25c.

Spalding Boys' Bats

No. 25B. "Junior League" Bat, plain; extra quality ash, spotted burning. 25c.

No. 25BT. Taped "Junior League" Bat, tape wound handle, special finish. 25c.

No. 10B. "Boys' League" Bat, good quality ash, varnished. Each, 10c.



No. 50T No. 50 No. 35T No. 25

No. 25B No. 25BT No. 10B

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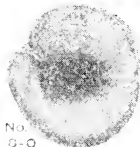


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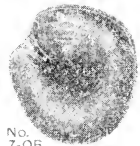
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No.
9-O



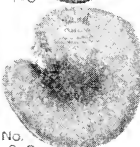
No.
8-O



No.
7-OR



No.
7-O



No.
6-O

Spalding Base Ball Catchers' Mitts Spalding "Three and Out"

(Pat. Jan. 2, 1906)

No. 9-0. MOLDED FACE. A master-piece of care and attention. Only leather perfectly tanned is used; best hair felt padding; no seams or rough places. . . Each, \$8.00

Spalding "Professional"

No. 8-0. Face of white buck, specially selected and best quality. Made in accordance with ideas of the best professional catchers. \$7.00

Spalding "International"

No. 7-0R. Superior quality black calfskin, best padding. Each, \$6.00

Spalding "Perfection"

No. 7-0. Best quality brown calfskin throughout. . . . Each, \$6.00

Spalding "Collegiate"

(Pat. Jan. 2, 1906)

No. 6-0. Molded face. Special olive colored leather, perfectly tanned to enable us to produce the necessary "pocket" with a smooth surface, felt padding, strap-and-buckle fastening at back, patent lace back, no heel pad. Each, \$5.00

Spalding "League Extra"

No. 5-0. Special drab tanned buck, very soft and pliable. Each, \$5.00

Spalding "League Special"

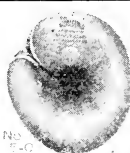
No. 4-0. Face of special gray tanned buck. Each, \$4.00

Spalding "Decker Patent"

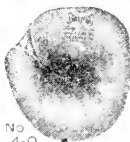
No. OX. Face of velvet tanned brown leather, heavy piece of sole leather on back for protection to fingers. Each, \$3.50

No. 3-0. Good quality black calfskin; heavy piece of sole leather on back for extra protection to fingers. Each, \$3.50

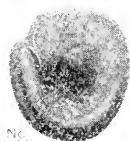
All Styles made in Rights and Lefts



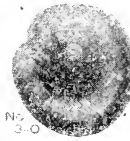
No.
5-O



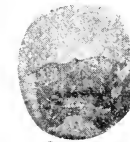
No.
4-O



No.
OX



No.
3-O



BACK OF
NOS OX AND 3-O

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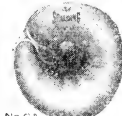


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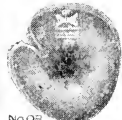
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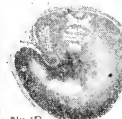
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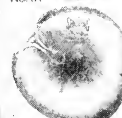
No. 0A



No. 0R



No. 1R



No. 1C



No. 1D

SPALDING "INTERSTATE" CATCHERS' MITT

No. 0. Prof. Model, face velvet tanned brown leather, back selected buck, patent lace back. Each, \$3.00

SPALDING "DECKER PATENT" CATCHERS' MITT

No. 0R. Black leather, heavy sole leather finger protector on back, patent lace back. Each, \$2.50

SPALDING "INTER-CITY" CATCHERS' MITT

No. 0A. Brown velvet tanned leather, patent lace back, reinforced and laced at thumb. Each, \$2.50

SPALDING "SEMI-PRO" CATCHERS' MITT

No. 1R. Black leather, patent lace back. Each, \$2.00

SPALDING "BACK-STOP" CATCHERS' MITT

No. 1C. Good quality special tanned buff colored leather face, patent lace back. Each, \$1.50

SPALDING "CHAMPION" CATCHERS' MITT

No. 1D. Black face, with special buff leather reinforcement on palm, no heel pad, laced at thumb. Ea., \$1.25

SPALDING "ASSOCIATION" MITT

No. 2R. Black leather face, back and finger-piece, strap-and-buckle fastening at back. Each, \$1.00

SPALDING "CLUB" MITT

No. 2A. Extra quality white buck face, back and finger-piece, well padded, no heel pad. Each, \$1.00

SPALDING "YOUTHS' LEAGUE" MITT

No. 2B. Full size. Pearl colored special smooth tanned leather face, no heel pad, correctly padded, strap-and-buckle fastening at back. Each, \$1.00

SPALDING "INTERSCHOLASTIC" MITT

No. 3R. Large size, good quality black leather. Ea. 75c.

SPALDING "PUBLIC SCHOOL" MITT

No. 4. Large size, improved style, face and back of special tanned buck, extra heavily padded. Each, 50c.

SPALDING "BOYS' AMATEUR" MITT

No. 4R. A very well made junior size mitt, black leather face and back and white side strip. Each, 50c.

SPALDING "BOYS' DELIGHT" MITT

No. 5. Improved style, face and back made of special tanned buck, well padded. Each, 25c.

ALL STYLES MADE IN RIGHTS AND LEFTS

For complete descriptions and illustrations of Mitts, see Spalding's Base Ball Catalogue. Mailed Free.

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SPALDING BASEMEN'S MITTS



Spalding "League Special" No. AX Basemen's Mitt
 No. AX. Special professional model. Finest quality white tanned buckskin face, back and lining; lacing all around and at thumb. Each, \$4.00

Spalding "League Special" No. BX Basemen's Mitt
 No. BX. Fine selected and specially tanned brown calfskin face, back and lining; lacing all around. \$4.00

Spalding "League Special" No. BXR Basemen's Mitt
 No. BXR. Specially selected finest quality black calfskin face, back and lining; lacing all around. \$4.00

Spalding "League Special" No. BXS Basemen's Mitt
 No. BXS. Special professional model. Finest selected brown calfskin face, back and lining; lacing all around and at thumb. Each, \$4.00

Spalding "Professional" Basemen's Mitt
 No. CO. Very durable olive calfskin face, back and lining. Padded and laced all around. Each, \$3.00

Spalding "Semi-Pro" Basemen's Mitt
 No. CX. Face of specially tanned slate-color leather; back of firm tanned brown leather; extra well padded. Strap-and-buckle fastening. Each, \$2.50

Spalding "Amateur" Basemen's Mitt (Black)
 No. CXR. Black calfskin face, black leather back and lining. Well padded, no hump. Each, \$2.00

Spalding "Amateur" Basemen's Mitt
 No. CXS. Brown buck leather face, brown tanned leather back and lining. Well padded, no hump. \$2.00

Spalding "Double Play" Basemen's Mitt
 No. DX. Men's size. Black tanned specially selected leather, laced all around. Very easy fitting. \$1.50

Spalding "League Jr." Basemen's Mitt
 No. EX. Good quality black leather, laced all around. Suitably padded. Will give good service. Each, \$1.00

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SPALDING FIELDERS' MITTS

Spalding "League Extra" Pitchers' and Basemen's Mitt
No. 1F. The nearest approach yet made to an all around mitt. Face of special quality white buck, balance special brown calfskin. Correctly padded; no hump. Laced all around and at thumb. Each, \$4.00

Spalding "League Special" Fielders' Mitt
No. 2F. Molded brown calfskin face; extra full thumb, lined; leather lined. Each, \$3.00

Spalding "League Special" Fielders' Mitt
No. 3F. Specially tanned black calfskin; best felt padding; laced at thumb; leather lined. Each, \$3.00

Spalding "League Special" Fielders' Mitt
No. 4F. Very best and softest white tanned buckskin; thumb and at wrist extra well padded; laced thumb; leather lined. Each, \$3.00

Spalding "Professional" Fielders' Mitt
No. 5F. Specially tanned drab leather, well padded with fine felt; leather lined, carefully finished, laced thumb. Strap-and-buckle fastening at back. \$2.00

Spalding "Semi-Pro" Fielders' Mitt
No. 6F. Face of white tanned buckskin, brown leather back; leather lined; laced thumb. Each, \$1.50

Spalding "Amateur" Fielders' Mitt
No. 7F. Made throughout of good quality pearl colored smooth leather; reinforced and laced at the thumb. Strap-and-buckle fastening at back. Each, \$1.00

Spalding "Amateur" Fielders' Mitt (Black)
No. 8F. Good quality black tanned leather; well padded, leather lined; reinforced and laced at thumb. Strap-and-buckle fastening at back. Each, \$1.00

Spalding "League Jr." Fielders' Mitt
No. 9F. A very popular boys' mitt; oak tanned leather, well padded; reinforced and laced at thumb. 50c.

Spalding "Boys' Favorite" Fielders' Mitt
No. 10F. Special tanned buck, well padded and substantially made; laced at thumb. Each, 25c.

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NO. 1F



NO. 2F



NO. 3F



NO. 4F



NO. 5F



NO. 6F



NO. 7F



NO. 8F



NO. 9F



NO. 10F

*Complete
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and prices
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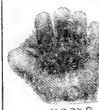
NO PXL



NO 2X



NO RXL



NO 2XR



NO 2XS



NO PBL

- Spalding "Professional" Infielders' Glove**
No. PXL. Best ever made, finest buckskin, heavily padded at edges, no heel pad, design from prof's ideas, leather lined. \$3.50
- Spalding "Intercollegiate" Infielders' Glove**
No. 2X. Selected velvet tanned buckskin, finest felt padding, leather lined. \$3.00
- Spalding "League Extra" Infielders' Glove**
No. RXL. Absolutely highest quality. Black calf material, etc., like PXL. Each, \$3.50
- Spalding "Inter-City" Infielders' Glove**
No. 2XR. Prof. style, padded little finger and extra large thumb, leather lined. Ea. \$2.50
- Spalding "International" Infielders' Glove**
No. 2XS. Best vel. tanned buckskin, popular with professionals, leather lined. Ea. \$2.50
- Spalding "Professional Jr." Infielders' Glove**
No. PBL. Best youths' glove, made like PXL, professional style, leather lined. Ea. \$2.50
- Spalding "Professional" Infielders' Glove**
No. PX. Finest buckskin, heavily padded around edges. Each, \$3.00
- Spalding "League Extra" Infielders' Glove**
No. RX. Black calfskin, quality and design same as PX, highest quality. Each, \$3.00
- Spalding "League Special" Infielders' Glove**
No. XW. Specially tanned calfskin, best felt, no heel pad, extra long to protect wrist. \$2.50
- Spalding "Semi-Pro" Infielders' Glove**
No. 3X. Good quality oil tanned lea., special finish, no heel pad, correctly padded. \$2.00
- Spalding "Professional Jr." Infielders' Glove**
No. PB. Youths'. Material, etc., as PX. \$2.00
- Spalding "Association" Infielders' Glove**
No. 4X. White buck, no heel pad. Ea. \$2.00
- Spalding "Amateur" Infielders' Glove**
No. 3XR. Black lea., extra large thumb. \$2.00
- Spalding "Club Special" Infielders' Glove**
No. XL. White buck, no heel pad. Ea. \$1.50
- Spalding "Champion" Infielders' Glove**
No. X. White buck, leather lined. Ea. \$1.50
- Spalding "Practice" Infielders' Glove**
No. XS. White vel. tanned leather. Ea. \$1.25
- ALL STYLES MADE IN RIGHTS AND LEFTS**



NO PX



NO RX



NO XW



NO 3X



NO PB



NO 4X



NO 3XR



NO XL



NO X

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Spalding "Interscholastic" Infielders' Glove

No. 13. White velvet tanned leather, correctly padded and very durable. Each, \$1.00

Spalding "Boys' Special" Infielders' Glove

No. X.B. Boys' Professional style, palm leather lined, good quality buck tanned leather throughout; welted seams. Each, \$1.00

Spalding "Regulation" Infielders' Glove

No. 15. Brown tanned leather, correctly padded and well made; leather lined. Each, \$1.00

Spalding "Regulation" Infielders' Glove

No. 15R. Black tanned leather, leather lined. \$1.00

Spalding "Public School" Infielders' Glove

No. 12. Full size glove, white velvet tanned leather padded, inside hump, palm leather lined. Ea., 75c.

Spalding "League Jr." Infielders' Glove

No. 12R. Men's size, black tanned leather. Ea., 75c.

Spalding "Junior" Infielders' Glove

No. 16. Full size, white vel. tan lea. ex. long. Ea., 50c.

Spalding "Youths" Infielders' Glove

No. 17. Good size, special brown smooth tanned leather, nicely padded, with inside hump. Ea., 50c.

Spalding "Boys' Amateur" Infielders' Glove

No. 14. Youths' prof. style; buck tan, white leather, padded, inside hump, leather lined. Each, 50c.

Spalding "Boys' Favorite" Infielders' Glove

No. 19. Made of buck tanned white leather, lightly padded, inside hump, palm leather lined. Ea. 25c.



Spalding Inflated Body Protectors

We were the first to introduce an inflated body protector, made under the Gray patent, and the method used then has been retained in the improved style, with the addition of a special break at the bottom which makes it more pliable and convenient. Made of best rubber, inflated with air.

No. 3-0. Full protection; large size. Covering of special imported material, and in every particular the best protector made. \$8.00

No. 2-0. Full protection; large size. Best grade covering and a very durable protector. Each, \$6.00

No. 0. League. Same in every particular as we have been supplying for years to most of the prominent League catchers. \$5.00

No. 1. Amateur. Quality and design same as we have been furnishing for years past; full size. Each, \$4.00

No. M. Interscholastic. Full size and very well made. " 3.00

No. 2. Youths'. Well made and good size. " 2.50

Spalding Umpires' Body Protectors

Best quality. Give length and width required when ordering. No. L. Large size. Ea., \$10.00 | No. S. Special design. Ea., \$10.00

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"Sun Protecting" Mask

No. 4-0. Finest steel wire, extra heavy black finish. Molded leather chin-strap; hair-filled pads, including forehead pad and special elastic head-band. Ea., \$4.00

"Special Soldered" Mask

No. 6-0. Each crossing of the wire very heavily soldered. Black finish, continuous padding on sides; detachable cloth sun-shade. Each, \$4.00

"Neck Protecting" Mask

No. 3-0. Affords absolute protection to the neck without interfering. Finest steel wire; pads hair-filled. Ea., \$3.50

"National Association" Mask

No. 2-0. Extra heavy best annealed steel wire; hair-filled padding. Each, \$2.50

"Semi-Pro" League Mask

No. 0-P. Extra heavy best annealed steel wire, continuous side pads, leather covered. Each, \$2.50

"Regulation League" Masks

No. 0X. Men's size, heavy annealed steel wire. Improved leather covered pads. Each, \$2.00

No. 0XB. Same as 0X, for youths. 1.75

No. 0. Men's, heavy annealed steel wire. Each, \$1.50

"Amateur" No. A Mask

No. A. Men's size, black enameled steel wire, leather covered pads, forehead pad. Ea., \$1.00

"Boys' Amateur" No. B Mask

No. B. Same as No. A, for youths. Each, \$1.00

"Regulation" No. L Mask

No. L. Men's, bright wire, same as "Amateur No. A," no head or chin-piece. Each, 75c.

"Youths" No. C Mask

No. C. Bright wire, leather covered pads. Each, 50c.

No. D. Bright wire, good mask for boys. Each, 25c.

Umpires' Mask

No. 5-0. Neck-protecting attachment and special ear protection, nicely padded; safest style to use. Each, \$5.00



Spalding Leg Guards for Base Ball Catchers



ROGER BRESNAHAN
 WEARING SPALDING LEG GUARDS

As supplied to Roger Bresnahan of the New York National League Club and to other prominent league catchers.

Knee guard of molded sole leather; leg piece padded with reeds, light and strong; special ankle pads as protection from sharp spikes. Covered with special quality white buck dressed leather.

No. 33
 Spalding
 Catchers'
 Leg Guards.
 Per pair, \$6.00



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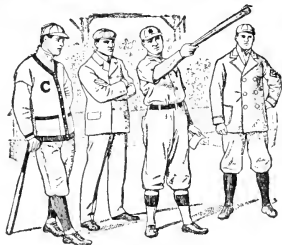
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Why Spalding's Uniforms Are Best

BECAUSE we possess a perfect factory equipment and for over thirty years we have been making Base Ball Clothing, accumulating during that time a superior knowledge of the requirements of the Base Ball Player, which knowledge, together with all the advantages of our superior factory facilities the purchaser receives the benefit of in every Spalding Uniform we make. All Spalding Uniforms consist of Shirt, Pants, Cap, Belt and Stockings.

The Spalding Uniform No. 0—Highest Grade Made

Workmanship and material very highest quality throughout. Colors: Red Stripe, Green Stripe, Navy Blue Check, White, Blue Gray, Brown Gray, Dark Gray, Black, Green, Maroon, Navy Blue, Brown and Cardinal.

The Spalding Uniform No. 0. Complete, \$15.00 **\$12.50**
 Net price to clubs ordering for *entire team*. Suit,

The University Uniform No. 1

Equal to No. 0 Uniform, but slightly lighter. Colors: Red Stripe, Green Stripe, Navy Blue Check, White, Blue Gray, Brown Gray, Dark Gray, Black, Green, Maroon, Navy Blue, Brown and Cardinal.

The University Uniform No. 1. Complete, \$12.50 **\$10.00**
 Net price to clubs ordering for *entire team*. Suit,

The Interscholastic Uniform No. 2

One of our most popular suits, and will give the best of satisfaction. Can usually be worn two seasons. Colors: White, Blue Gray, Brown Gray, Dark Gray, Black, Green, Maroon, Navy Blue, Brown and Cardinal.

The Interscholastic Uniform No. 2. Complete, \$9.00 **\$7.50**
 Net price to clubs ordering for *entire team*. Suit,

The Minor League Uniform No. M

A very popular and satisfactory uniform. Well made of very durable material. Colors: Navy Blue, Blue Gray, Dark Gray and White.

The Minor League Uniform No. M. Complete, \$9.00 **\$7.50**
 Net price to clubs ordering for *entire team*. Suit,

The City League Uniform No. P

Good quality uniform, in neat and attractive checks, plaids and stripes. Finished like our best quality uniforms. Colors: Brown Check, White with Blue Check, Brownish Blue Shadow Plaid, Grayish Brown with Blue Stripe, Bluish Gray, Light Blue Plaid and Brown Stripe.

The City League Uniform No. P. Complete, \$7.50 **\$6.00**
 Net price to clubs ordering for *entire team*. Suit,

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The Club Special Uniform No. 3

Well finished; a most excellent outfit for amateur clubs. Colors: White, Blue Gray, Brown Gray, Dark Gray, Maroon and Black.

The Club Special Uniform No. 3. Complete, \$6.00 **\$5.00**
 Net price to clubs ordering for *entire team*. Suit,

The Amateur Special Uniform No. 4

Very popular with the younger base ball players. Colors: White, Light Gray, Blue Gray, Brown Gray, Maroon, Navy Blue, Green.

The Amateur Special Uniform No. 4. Complete, \$5.00 **\$4.00**
 Net price to clubs ordering for *entire team*. Suit,

The Spalding Junior Uniform No. 5

For boys and youths. Colors: Slate, Cardinal, Navy Blue, Blue Gray, Brown Mixed. The Spalding Junior Uniform No. 5. Complete, \$4.00 **\$3.00**
 Net price to clubs ordering for 9 or more uniforms. Suit,

No extra charge for lettering shirts with name of club nor for detachable sleeves on foregoing uniforms. Extra charge for all lettering on caps.

The Spalding Youths' Uniform No. 6

Very well made of good quality Gray material. Complete, **\$1.00**
 1 felt letter only on shirt. Extra charge for all lettering on caps.

No larger sizes than 30-in. waist and 34-in. chest furnished in No. 6 uniform.
Measurement blank and complete assortment of samples and prices free.

Spalding Base Ball Coats



Made of base ball flannel, trimmed with different colors on collar, cuffs and pockets. Large pearl buttons on front. The best of workmanship throughout.

In ordering state color of material and trimming desired. Samples showing qualities and colors of material, also measurement blanks furnished on application. No extra charge for diamond and one felt letter on each sleeve. Size of diamond not over 6½ inches.

To clubs purchasing with uniforms or nine or more coats at one time,
 Each, \$9.50, \$9.00, \$7.50, \$5.00

Separate Shirts and Pants

Furnished at regular list prices with either button or lace front, lettered on front with name of club (except No. 6 quality) and with detachable sleeves. Different color collar and cuffs no extra charge (except Nos. 5 and 6 qualities)



SHIRTS		Doz.	Each
No. 0 The Spalding . . .		\$63.00	\$6.00
No. 1 University . . .		54.00	5.00
No. 2 Interscholastic . .		42.00	3.75
No. 3 Club Special . . .		28.20	2.50
No. 4 Amateur Special . .		22.20	2.00
No. 5 Junior		16.80	1.50

PANTS		Doz.	Pair
No. 0 The Spalding . . .		\$63.00	\$6.00
No. 1 University . . .		54.00	5.00
No. 2 Interscholastic . .		42.00	3.75
No. 3 Club Special . . .		28.20	2.50
No. 4 Amateur Special . .		22.20	2.00
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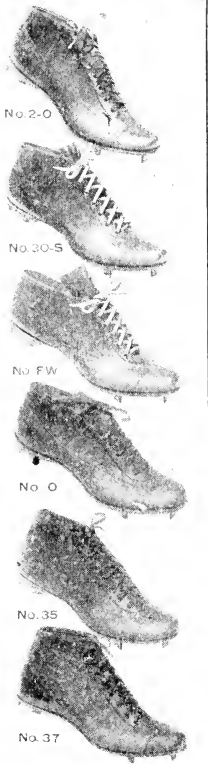
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SPALDING BASE BALL SHOES

Spalding Highest Quality Base Ball Shoe

No. 2-O. Hand made throughout; specially selected kangaroo leather. No pains or expense have been spared in making this shoe not only the very highest in quality, but perfect in every other detail. The plates are of the finest hand-forged razor steel and are firmly riveted to heel and sole. Pair, \$7.00

Spalding Sprinting Base Ball Shoe

No. 30-S. Selected kangaroo leather and built on our famous running shoe last. Is strongly made, and, while extremely light in weight, will be found substantial in construction. Hand sewed and a strictly bench made shoe. Rawhide thong laces. \$7.00

Spalding "Featherweight" Base Ball Shoe

The Lightest Base Ball Shoe Ever Made.

SIZE OF SHOE—	5	6	7	8	9
WEIGHT (Ozs.)	18	18½	19	20	21

No. FW. Owing to the lightness and fineness of its construction, it is suitable for the exacting demands of the fastest players, but as a light weight durable shoe for general use or for the ordinary player, we recommend our No. 30-S. Hand sewed and a strictly bench made shoe. Rawhide thong laces.

Per pair, \$7.00

Spalding Club Special Shoe

No. O. Carefully selected satin calfskin, machine sewed; substantially constructed, first-class shoe in every particular. Steel plates riveted to heel and sole. Per pair, \$5.00

Spalding Amateur Special Shoe

No. 35. Good quality calfskin, machine sewed; very durable; specially recommended. Plates riveted to heel and sole. Pair, \$3.50

Spalding Junior Shoe

No. 37. A leather. Plates riveted to heel and sole. An excellent shoe for the money but not guaranteed. Per pair, \$2.50

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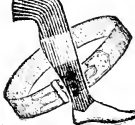
NO. 3JB



NO. CDW



NO. T



Spalding Vest Sweater

No. VG. Best worsted, heavy weight, pearl buttons. Gray or white only. Special trimmed edging and cuffs in stock colors supplied at no extra charge. Each, \$6.00

Boys' Jacket Sweater

No. 3JB. All wool jacket sweater, pearl buttons. Gray only; 30 to 36 inch chest measurement. Each, \$3.00

Spalding Ribbed Coat Sweater

No. CDW. Good quality worsted, ribbed knit, gray only. Special trimmed edging and cuffs in stock colors supplied at no extra charge. Each, \$5.00

SPECIAL NOTICE—We will furnish any of the above solid color sweaters with one color body and another color (not striped) collar and cuffs in stock colors only at no extra charge. This does not apply to the No. 3JB

Spalding T Shirt for Pitchers

No. T. Merino, fleece lined, roll collar, long sleeves. \$3.50

Spalding Base Ball Stockings

A great variety of colors and styles. 25c. to \$1.75 pair

Spalding Base Ball Belts

Leather, worsted and cotton web, all styles. 10c. to \$2.00

Spalding Base Ball Caps

In six qualities and all styles. 25c. to \$1.25 each

Umpire Blouses

No. 0 Quality Flannel \$6.00 No. 2 Quality Flannel \$4.00
No. 1 Quality Flannel 5.00 No. 3 Quality Flannel 3.50

Extra Sleeve for Pitchers

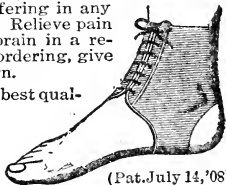
No. S A very useful article, all wool merino; fleece lined. Elastic at top. Each, 50c.

The Spalding Improved Patent Ankle Supporter

Worn over or under stocking and support the ankle admirably, while not interfering in any way with free movements. Relieve pain immediately and cure a sprain in a remarkably short time. In ordering, give size of shoe worn.

No. H. Soft tanned leather, best quality.

There is no seam in back of supporter and the leather is specially shaped to fit back of foot snugly over heel. Pair, \$1.00
No. SH. Sheepskin, well made .50
No. CH. Black duck, lined and bound. .25



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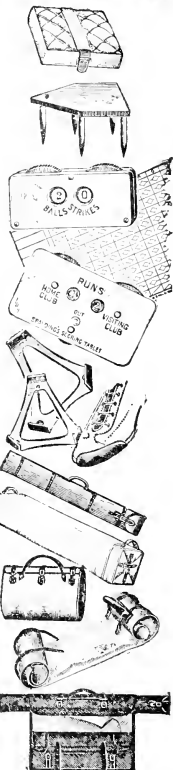
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 Bases. No. 0—Canvas, filled, quilted. . . Set, 3, 6.00
 No. 1—Canvas, filled, not quilted. . . 5.00
 No. 2—Canvas, filled, ordinary quality. . . 3.50
 No. 4—Canvas, unfilled, laced. . . 1.00
 Bat Bags. No. 2—Heavy canvas, for 12 bats. Each, 3.50
 No. 3—Same as No. 2, to hold 6 bats. . . 2.00
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 No. 02—Canvas, leather cap at ends. . . 1.50
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 No. 1—Good steel, sharpened. . . .10
 Uniform Bags. No. 2—Fine bag leather. . . 6.00
 No. 1—Best heavy canvas, leather bound. . . 3.00
 No. 6—Canvas roll, leather straps, handle. . . 1.50
 No. 5—Uniform and bat bag, best canvas. . . 4.00
 No. 4—Uniform bag, brown canvas. . . 2.50

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An article that is universally given the appellation "**Standard**" is thereby conceded to be the Criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is **guaranteed** by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-three years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field; as the U. S. Currency is in its field.

The necessity of upholding the guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect, must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

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